

ICONS OF RAGE



*A Sourcebook for
Werewolf: The Apocalypse 20th Anniversary Edition*

ICONS OF RAGE



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Dedication

This is my thanks to you, Leath, for being such a fantastic colleague and mate in the time we knew each other. It was my privilege to step in for the closing steps on Icons of Rage, as you weren't here to take those steps yourself.

Rest easy, brother wolf.

— Matthew



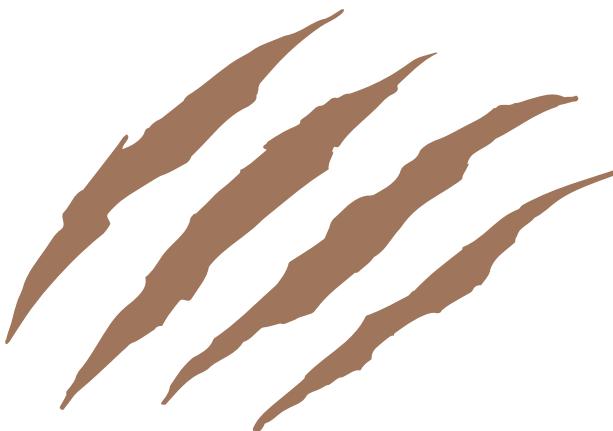
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Table of Contents

<u>Introduction</u>	5	
Icons of Rage	5	
<u>The Icons of Rage</u>	7	
The Warriors	7	
Jonas Albrecht	7	
Lena Bloodclaw Baneslayer	10	
Nina Freeman	12	
She-Who-Walks-Alone	13	
Liam "Hunts-in-Blood" Mitchell	15	
The Lorekeepers	17	
Song-of-Victory	17	
Hoach'i Dabe'gha, He-Carries-the-Wind-With-Him, Full-of-Wind	18	
Water-That-Is-Born	20	
Naomi-Eight-Devils (formerly Never-Ate-Dogs)	22	
Amber-Dreaming	24	
The Seers	26	
Mari Cabrah	26	
Inoue "Sword-of-the-Storm" Nari	28	
Charlotte "Keeper-of-the-Key" Lee	30	
Sabrina "Walks-the-Worlds" Jameson	32	
The Pathfinders	34	
Dalaja Aashray Tahanee, They-Shelter-the-Shoots	34	
Glen Seize-Trouble	36	
White-Eye "Walks-Among-Man"	38	
Sayo Chen	40	
Dina "Traces-the-Circle" Mokhtar	42	
The Judges	43	
James Fromm	44	
Celine Kelsoe	45	
Hestia "Arm-of-the-Erinies" Black-Eyes	47	
Tuteesh Dei Yik	49	
Viola the Knife	51	





Introduction

*"Phoenix took me.
Carried me in his claws.
High above the world.
So that I could see beyond tomorrow."*

— Prophecy of the Phoenix

The Apocalypse is here. Some say there's still time to decide its outcome, to defeat the Wyrm and its minions, to prevent Gaia's death, and achieve the purpose Gaia set out for the Garou so long ago. Others say it's far too late, that the Apocalypse has already been lost, the breakdown of the environment and ravages of the natural world prove that Gaia already took her deathblow and all that remains are to avenge her as she takes her last breaths.

Whichever truth individual Garou choose to believe, they do so with passion and Rage. Few Garou are content to be unremarkable faces in the crowd when they could instead be iconic, when there is Glory and Honor and Wisdom to earn and demonstrate their worth.

Icons of Rage

The **Icons of Rage** presents a host of Garou from around the world ready to use as allies, mentors, contacts — or even antagonists — for your chronicles. Within these pages you'll find notable Garou who have fought the Wyrm throughout *Werewolf: the Apocalypse*'s history, like Jonas Albrecht and Mari Cabrah. You'll also find the formative stories and traits of werewolves from the pages of **The Apocalyptic Record**, such as Full-of-Wind and Pattern Recognition's collection of tales for the Geomid Network, Water-That-Is-Born's quest to establish as many caerns as possible before the end comes, Amber-Dreaming and her goal of bringing back the Bunyip, or Viola the Knife dishing out fatal judgment on behalf of the Shadow Lords. These aren't all, as the **Icons of Rage** introduces us to over a dozen new characters, each icons in their own way, each facing the Apocalypse and bringing others to their banner, for good or ill.

The Warriors: Those Changed under the light of the Full Moon carry the legacy of a nation of warriors, and a burden to be tougher, faster, and stronger than any who came before. To be an Ahroun in the time of the Apocalypse means more than just

being a fighter. In this time of war the Garou Nation looks to the Ahroun for leadership to take them into battle.

The Lorekeepers: The Gibbous Moons keep the stories and lore of the People, but they're also keepers of the stories not yet told. The Galliards mourn the loss of so many Garou alongside their peers, but they also give hope to the Nation, hope that the enemy may be defeated and the Apocalypse may yet be averted, or at least won.

The Seers: Those chosen by the Crescent Moon still search for secrets that may give advantage to the Garou over their foes. The Theurges understand that even after millennia of fighting and stories and experimentations the Garou are still blind to many of Gaia's secrets. Even as the world possibly comes to an end, the seers continue to quest, for knowledge is power, and even facing the Wyrm, much less defeating it, requires more than fang and talon.

The Pathfinders: The New Moons are more than just tricksters and fools. These Garou are those who search for new ways in the darkness, who question the meaning of what came before and what can be done to avoid the same mistakes and tragedies of the past. Others frequently overlook the Ragabash, or take them for granted, but only the most foolish Garou dismiss them entirely. If paths still exist for the Garou to avoid the Apocalypse and bring Gaia back from the brink without first needing to wade through death and destruction, the Ragabash will be the ones to find the way.

The Judges: The chosen of the Half Moon are empowered to make decisions on behalf of the People. The other auspices have battles to fight, stories to sing, secrets to use, and new paths to consider. Each of these is valuable to the Apocalyptic war effort, but each is only part of the whole. The Philodox are the Garou who bring the pieces together, who decide which aspects have the most merit, and how the Nation delivers its most effective final push against the forces of the Wyrm, in Gaia's name.



The Icons of Rage

“Was the Seventh Sign not the end but the call to battle?”

— Blackpaw, Galliard

The Garou Nation has many heroes, but some stand out more than others. Through skill, circumstance, dedication, or just willingness to go beyond the limitations of others, these Garou grow their legends. They become iconic in their quests; their goals become emblems of Gaia's struggle and facets of the war against the Apocalypse.

The Warriors

Gaia's chosen killers, fighters among a nation of warriors, the Ahroun willingly shed their own blood in Gaia's name as readily as that of their enemies. Even other Garou tread carefully around the Ahroun for their Rage is legendary — especially in these End Times. However, Ahroun are also leaders in war and now is the time of the greatest war. The other auspices gladly follow where the Ahroun lead, but some wonder whether strategies other than violence would serve better in winning this war.

Jonas Albrecht

Howl: Threefold King of House Wyrmfoe, the Silver Fangs, and the Garou Nation

Quote: *“I am sorry for how you have been treated. It was wrong. I'm not here to order you to battle as a King, but to offer to lead you to victory as a Garou. I cannot change what has happened, but with blood and silver I can make amends.”*

Breed: Homid

Auspice: Ahroun

Tribe: Silver Fangs

The Last Gaian King

Jonas Albrecht is the heir and grandson of Jacob Morningkill, King of House Wyrmfoe. With pure blood from the lineage of kinds, he was groomed for greatness from birth. Where many young Garou come to their change in a moment of random chance or violence, legend is that a young Jonas came to master his rage under the tutelage of his grandfather's seneschal, Greyfist, who

was the young scion's instructor in matters martial and spiritual.

Albrecht grew his legend in the late 1980s, becoming a well-respected hero to his tribe, renowned for his skill in battle as well as his keen tactical mind. Albrecht's success and pride was the root of his undoing. Upon slaying the Wyrm beast Vsshkrang, which had terrorized the North Country Protectorate, Jonas refused to bow to his grandfather and was banished for his arrogance.

Albrecht spent years drowning his Rage and his sorrow in blood and booze. While living on the streets of New York City he came to empathize with the other tribes in the Garou Nation; learning and accepting that even the Bone Gnawers were in many ways more noble than his Silver Fang kin.

An unlikely series of events brought Jonas back from the brink of self-destruction. First, he and the Black Fury Theurge Mari Cabrah crossed paths and fought a vicious, on-the-spot duel in Manhattan which Jonas barely won. This created a rivalry that lasted for over a year, until, by chance or the will of Gaia, the two were able to save a young Wendigo cub from Black Spiral Dancers and the three formed an unlikely pack.

On his deathbed, Jacob Morningkill rescinded Albrecht's exile and called for him to come home and assume the throne. To prove his worth over his challengers, Albrecht and his pack quested deep throughout the Umbra searching for a fabled fetish, the Silver Crown. While on this quest, the would-be king faced off against the Nightmaster of the Abyss, survived being flayed alive with a silver blade, and managed to prove himself worthy to Falcon itself to bear the crown.

Upon assuming leadership of house Wyrmfoe, Albrecht began to implement reforms and improve relations with the other 12 tribes. The young king also continued to fight the Wyrm head on, leading a defense of the Bison Rock Caern in Wyoming, and even going so far as to appear before Luna herself and be granted a powerful Gift.

Eventually, despite protestations from other mighty Garou leaders such as the Shadow Lord Yuri Konietzko and Tamara Tvarivich from within his own tribe, Albrecht was recognized as the rightful king of not just his house, but his tribe and the entire Garou Nation.

Plots and Ambitions

• **Lead, not Rule:** Though King of the Gaian werewolves, Albrecht is not content to rule from his caern and issue proclamations and judgments. He is a leader, politically, strategically, and in direct battle. He faces the forces of the Wyrm with ferocity whenever he can escape political obligations.

• **Rebuilding Trust:** Silver Fang monarchs have ruled the Garou Nation through numerous tragedies. It was under their watch that the White Howlers fell, the Croatan sacrificed themselves, and ignorant kin slayers purged the Bunyip. They allowed the Wyrm to grow unchecked and the world to fall to near Apocalypse. Burdened to the past, Jonas devotes as much energy to repairing alliances and healing old wounds as he does to battle.

• **Victory or Death:** Few doubt these are the End Times. King Albrecht's reaction to the imminent Apocalypse can seem strange at times. He is unusually lenient with many matters, far more so than one would expect of a Silver Fang king. Jonas understands that if Garou shed blood for wounded pride and political slight, the war is already lost. In matters he believes to be of extreme importance in defeating the Wyrm, Jonas will use the full weight of his position to get his way.

Territory

• **North Country Protectorate:** Where he was raised, North Country Protectorate in Southern Vermont is the modern seat of House Wyrmfoe's power, though the weight of memory gives Albrecht complicated emotions around his home.

Kinfolk, Packmates, and Enemies

• **Mari Cabrah:** Mari is one of Albrecht's packmates and a longtime friend. Originally brutal rivals, the two have come to respect and care for one another as packmates. (See p. XX for Mari's details.)

• **Evan-Heals-the-Past:** Evan is the third member of Jonas and Mari's pack. A well-intentioned Philodox who has grown wiser and stronger with the pack's support. Although Evan may be heading for confrontation within his own tribe (p. XX), his presence has had a positive effect on Jonas, who has become less callous for knowing him.

• **Yuri Konietzko:** The Margrave, one of the mightiest Garou in Europe, is one of Albrecht's fiercest political rivals. The European Shadow Lord has command of a potent multatribal coalition seeking to usurp Silver Fang rule.

• **Tamara Tvarivich:** Queen of the Russian-based Silver Fangs of House Crescent Moon, Tamara is a member of the Ivory Priesthood and has only reluctantly come to accept the claim Jonas has on the rule of the tribe.

• **Zhyzhak:** This one-woman wrecking crew has been prophesized by her packmates to crush the "Last Gaian King" beneath her heel. Though Albrecht doesn't know it, the Black Spiral Dancer Ahroun intends to force the prophecy into existence.

Whispers

• **Comfort in the Bottle:** Though decades past by now, there are those Garou who vividly recall when Jonas Albrecht was less king and more of a drunken vagrant. His detractors enjoy telling stories of his drunken misadventures, including how he nearly killed his own packmate the first time they met. Those who wish to anger the



king ensure the tales continue to circulate across the Garou Nation and wonder whether he still consoles himself with drink.

• **Heavy is the Head:** To be the King of the Garou Nation is a measure of responsibility far beyond what most could ever comprehend. Since Albrecht found the Silver Crown, he has hardly been resting on his laurels. Those outside of his pack and close advisors sometimes believe he grows weary of leading in a losing war against the Apocalypse. Whether they think he will abdicate or simply shirk responsibility depends on the one telling the rumor.

Image

• Older than he looks, Jonas appears to be no more than in his mid-thirties. A well-built man with pure white hair which falls to his mid back, he is covered with scars. He conceals his ruined left eye behind an eyepatch though the series of deep claw marks down that side of his face speak to what occurred. When engaged in his official duties, Albrecht wears the required red cloak, belt with the glyph of his tribe, and glyph-covered fur lined bracers. When away from court he prefers jeans, boots, a t-shirt, and an old, faded trench coat. Despite his education by the finest of House Wyrmfoe tutors, Albrecht speaks plainly and rarely cares for flowery speech. His sense of humor is dry and sardonic, but when there are serious matters, he can be both inspiring and focused. Tales of his victories are known to all Silver Fangs, and most cubs from other tribes would know him on site. In his Lupus form his fur remains pure white, as well as his lengthy mane. Without the eyepatch, his left eye is a milky pearl in the socket. In all forms, the Silver Crown adorns Albrecht's head unless he wishes otherwise.

Attributes: Strength 5 (Steely Grip) (7/9/8/6), Dexterity 4 (Lightning Reflexes) (4/5/6/6), Stamina 4 (Unbreakable) (6/7/7/6); Charisma 4 (Air of Confidence), Manipulation 2 (0/0/0/0), Appearance 4 (Noble Bearing) (3/0/4/4); Perception 3, Intelligence 3, Wits 4 (Ambushes)

Abilities: Alertness 2, Athletics 3, Brawl 5 (Claws), Empathy 2, Expression 3, Intimidation 4 (Looking Badass), Leadership 5 (From the Front), Primal Urge 4 (Shifting), Streetwise 3,

THE SILVER CROWN (LEVEL N/A, GNOSIS 10)

A legendary relic of the Silver Fangs, the Silver Crown is a simple circlet of pure silver imbued with a portion of the essence of Falcon itself. Only those Falcon judges worthy can wear the crown; others will die within moments as the Crown burns through their skull. For the worthy the Crown inflicts no harm and doesn't impact the wearer's Gnosis. The Falcon-blessed wearer may spend a point of Gnosis when issuing a command to one or more Garou — this command cannot be disobeyed so long as it is possible for the character to perform the action and doesn't involve direct self-harm. The wearer could order someone into battle, but not to plunge a silver dagger in their own heart.

Solemn Lord (Level Five, Gnosis 7)

Albrecht's Grand Klaive allows the wielder to spend 2 Gnosis to increase all soak rolls by 3 dice for the remainder of the scene. This additional protection doesn't apply to damage caused by silver.

Subterfuge 1; Animal Ken 1, Crafts 1, Drive 2, Etiquette 2, Firearms 2, Larceny 2, Melee 5 (Klaives), Stealth 4 (Urban), Survival 3; Academics 3, Computer 1, Enigmas 2, Investigation 2, Law 3, Medicine 2, Occult 3, Rituals 3

Backgrounds: Ancestors 1, Fate 5, Fetish 5, Kinfolk 2, Pure Breed 4, Resources 4

Gifts: (1) City Running, Eye of the Falcon, Falcon's Grasp, Inspiration, Lambent Flame, Master of Fire, Pack Tactics, Persuasion, Razor Claws; (2) Empathy, Jam Technology, Luna's Armor, Shield of Rage, Speech of the World, Staredown, Spirit of the Fray, True Fear; (3) Burning Blade, Calm the Savage Beast, Combat Healing, Cowing the Bullet, Wrath of Gaia; (4) Full Moon's Light, Mindblock, Sidestep Death; (5) Beyond Human,

Luna's Avenger, Stoking Fury's Furnace; (6) One on One

Rank: 6

Rage: 10

Gnosis: 7 (5 with Grand Klaive)

Willpower: 10

Glory: 10

Honor: 9

Wisdom: 5

Rites: (1) Gathering for the Departed, Moot Rite, Rite of Binding, Rite of Contrition, Rite of the Opened Caern, Rite of Talisman Dedication, Rite of Wounding

Fetishes: The Silver Crown, Solemn Lord (Grand Klaive)

UNIQUE GIFT: ONE ON ONE (LEVEL 6)

As Luna's brilliance cuts through darkness, so does the Ahroun with this rare blessing. By declaring to Luna herself the foe that must be slain regardless of cost, the Garou begs for the direct intervention of a Celestine. Only Luna herself may teach this Gift.

System: The Garou spends a permanent dot of Gnosis to activate this Gift, upon which they are immediately taken to the presence of a single foe they named to Luna regardless of distance or plane of existence. Upon arrival, both parties are instinctually aware that at least one of them will die. Neither party may use any supernatural power to avoid this battle or to anything besides directly enhancing their martial prowess — illusions, mental manipulations, and avoiding the fight are not options. Further, no other being can influence the outcome of this battle. For the duration of this Gift, the two combatants only exist to one another and to Luna. As the ultimate adjudicator of the duel, Luna will fall upon the spirit of direct combat, not the letter of any law but her own, and none shall convince her to allow anything she finds inappropriate. No effect, mundane or supernatural, can prevent this Gift, which ends when one of the combatants is dead. Upon conclusion of the duel, the winner remains where the fight began; any protections brought about by the Gift are no more.

Lena Bloodclaw Baneslayer

Howl: Striking at the Wyrm's heart

Quote: "When I was a cub, I tried compassion. I tried reasoning with those entangled in the Wyrm's tendrils. I stayed my hand and listened to the healers and the merciful among my pack. I kept my rage chained like a common dog, until the peacemakers had their say. Then, I buried every voice that preached mercy. I buried friends, lovers, even those enemies who earned my respect. I'm done staying my hand. Let the Wyrm and its minions burn in cleansing flame."

Breed: Lupus

Auspice: Ahroun

Tribe: Black Furies

At What Price Comes Glory?

The wolf cub who would come to be called Lena was wandering the woodlands of southern Wisconsin after losing her pack to careless trappers when she experienced the First Change. As the full moon hung overhead and her body shifted into something bizarre, a pack of Black Spiral Dancers fell upon her. She fought hard but armed only with her Rage and fear she was no match for one experienced warrior, let alone a whole pack. When all hope seemed lost, a pack of Garou swooped in, rescuing the young lupus from certain doom. Though the Black Spiral Dancers escaped, Lena was saved and taken to the pack's caern to heal.

The elders of the Sept of the Rock Cut taught her the tongues of Garou and humans, who she was, and her responsibility as an Ahroun. An elder Black Fury named Rebekah prepared her for the Rite of Passage. The sept had four other rescued cubs, two homids, one a lupus like her, and the last a metis. The homids intimidated Lena. She didn't understand their ways and asked many questions which the other cubs mocked. When she told the other cubs the name she'd chosen — Luna's Child in the Garou tongue — the homid cub called Silvermane mocked her, insisting on calling her Lena instead.

Though the cubs came from different backgrounds and chose different tribes, they formed a pack bound by common experience and a shared enemy in the Black Spiral Dancers who had targeted the new cubs. Lena nearly died during the pack's rite of passage, almost drowning with her jaws clamped around the throat of a H'ruggling with its claws buried deep in her back as they both sank into the darkness. Silvermane managed to pull her free from the Wyrm elemental's grasp. When the pack returned to the Sept of the Rock Cut, the orphaned lupus declared her name would be Lena. Silvermane added Baneslayer, telling the tale of Lena's Glory against the H'ruggling.

Together as a pack and filled with confidence, the cubs hunted down the Black Spiral pack who'd brought them together. Their hunt was successful, though not without cost. Executing a devastating and cunning ambush, the young Garou slaughtered all but one of their foes — a Theurge called Rotclaw who fled to Chicago. The victory wasn't without cost. Furyfang — the other lupus in the pack — died under a Dancer's claws, and Lena suffered the first of her battle scars.

The sept elders were saddened and angered at Furyfang's death, but reluctantly agreed to the young pack's impassioned plea for permission to pursue Rotclaw into the city. The hunt lasted several years, with Rotclaw always a step ahead, leading the young warriors into traps and nests of other Wyrm-things.



Each battle took a little more from the pack. The homid Lawkeeper died destroying a Wyrmhole. Silvermane, the other homid and the one Lena had grown closest with, perished fighting a nexus crawler as the pack pursued their quarry in the Umbra. A battle with flesh warping vampires ended with Alia, the metis, dead and Lena blinded in one eye.

Her packmates were gone and the leads Lena had on Rotclaw said he'd begun an exodus to Malfeas itself. Though Lena ran with several packs in the area, she was a member of none. She wanted Rotclaw's blood but knew she couldn't win alone in the Wyrm's maw. If she continued her pursuit, she would die, and the sacrifices of her pack would be for nothing. When that realization struck, she left Chicago in sorrow and returned to the Sept of Rock Cut.

Now an elder of the sept, Lena hasn't forgotten nor forgiven her enemy. She maintains contact with allies in Chicago and other septs — and enemies whose begrudging respect she earned in battle — always listening for clues that Rotclaw has returned. Lena secretly hopes he hasn't, as while she waits, she trains the next generation of her sept's cubs. She watches for those with the spark she needs, singling them out for additional training, and slowly builds a pack of elite warriors spread among other packs. Each of these killers waits for Lena's signal to come together and strike deep into the heart of Malfeas to destroy Rotclaw.

Deep in Lena's heart, she hopes her actions allow others to usher in a new era of peace and healing for Gaia. It's the journey she'd hoped for herself and her pack before the darkness fell and believes her fallen friends would like that.

Plots and Ambitions

- Destroy the Wyrm:** Lena is fanatical in cleansing any Wyrm-taint from the sept's territory. Pentex has had its fingers — and other appendages — in businesses throughout the Winnebago County region since the mid-1900s. Lena wants to see them driven out and their claims in the region burnt to the ground.

- Teach the Cubs:** Lena believes today's cubs need to understand the Apocalypse is here and what that means. She still holds an idealistic

BURNING FURY (LEVEL FIVE, GNOSIS 7)

This Grand Klaive holds a fire spirit alongside its war spirit, allowing the blade to burst into flames when activated, dealing 2 dice of aggravated damage on a successful hit. Burning Fury's flames count as natural fire for Lena's Kiss of Helios Gift, and she frequently combines both to ignite her Crinos-form before entering combat.

respect for those who preach peace, tolerance, and understanding, but even they must take up arms now and hold their tongues until the Apocalypse has passed. Lena's views grate on some in the sept, but few have the station or the audacity to confront her about it.

Territory

- **Sept of Rock Cut:** Lena is based out of Rock Cut State Park in Northern Illinois. She is a revered elder in the sept and maintains close working relationships with the packs who fall under the sept's territory. She also keeps friendly relations with the park rangers who oversee the area, several of whom are Kinfolk to various Garou in the sept. Given the swelling presence of Pentex activity in the Rockford, Illinois area, she has sworn to protect the Rock Cut caern at all costs.

- **Chicago:** Her activities in the Chicago area earned Lena the respect and fear of both Glass Walkers and vampires in the Second City. Though she's not set foot in Chicago in over a decade, she still has several connections in the area, and her reputation as a warrior is legendary throughout the region.

Kinfolk, Packmates, and Enemies

- **Donovan Jericho:** Donovan was among the Garou who rescued Lena and her packmates as cubs. He was Lawkeeper's mentor in the ways of the Silver Fangs, and the two were distant kin. Donovan holds Lena in high regard, both for her prowess as a warrior and for her resistance to Harano despite all she has lost.

- **Rotclaw:** A deceitful and slippery monster, even for a Black Spiral Dancer. The Theurge learned of Lena's pack's impending ambush and left his own pack to die because he'd grown tired of their insults. He bargained and schemed his way into power in the Chicago Pentex offices, eliminating several threats to his position through conveniently ensuring timely information found its way to Lena's pack. Years of survival against the machinations of Malfeas has made Rotclaw a wizened elder of the Black Spiral, helping prepare the Wyrm's armies for the final battles of the Apocalypse. In his arrogance he believes the threat of Lena is long in his past and doesn't understand how wrong he is.

Whispers

- **Cursed by Sorcery:** Every loved one from Lena's youth is dead. Rumors persist some type of sorcerer cursed Lena in her youth as retribution for destroying the sorcerer's plans. Since songs of Lena's deeds include several altercations with magicians both mortal and vampiric, it's hard to pin down who might have been responsible, if such a curse truly hexes her.

- **Youth Gone Wild:** In her youth, Lena suffered several losses of Renown, to the point of losing rank, due to her association with leeches when she frequented the Chicago club scene. It's said she still refuses

to raise a claw against a small band of vampires who wear roses sculpted of bone out of respect for their past deeds. The youth of the sept have a hard time believing this rumor, given Lena's stance on the Wyrm-tainted.

Image

Lena is a muscular woman standing just over six feet tall in Homid form. She prefers tank tops and tight pants with combat boots, all in black. Lena's flesh is covered in battle-scars from her countless fights with Wyrm-filth. Her torso is covered in interlocking scars; the left side of her face bears massive claw marks; and she has a slight limp thanks to a phosphorous grenade during a fight with a Pentex First Team. In her Lupus form – which Lena prefers to use most times – her scars show through in pronounced bald areas on her otherwise shiny, jet-black coat. The fur around her eyes and under her jaw is starting to go gray.

Attributes: Strength (Brutal) 5 (7/9/8/6), Dexterity (Lightning Reflexes) 4 (4/5/6/6), Stamina 5 (Unbreakable) (7/8/8/7); Charisma 3, Manipulation 2 (0/0/0/0), Appearance 2 (1/0/2/2); Perception (Uncanny Instincts) 4, Intelligence 2, Wits 3

Abilities: Alertness (Scents) 4, Athletics (Tumbling) 4, Brawl (Dirty Fighting) 5, Intimidation (Physical Threats) 4, Leadership 3, Primal Urge (Shifting Forms) 5, Streetwise 1, Subterfuge 1; Animal Ken 3, Etiquette 1, Melee (Klaives) 5, Stealth (Taking Point) 5, Survival (Tracking) 5; Enigmas 3, Investigation 1, Law 2, Medicine 1, Occult (Garou Lore) 5, Rituals (Mystic Rites) 4

Backgrounds: Allies 3, Contacts 2, Fetish 5, Pure Breed 2, Rites 3, Totem 2

Gifts: (1) Heightened Senses, Razor Claws, Sense Prey, Sense Wyrm, The Falling Touch; (2) Curse of Aeolus, Name the Spirit, Scent of Sight, Spirit of the Fray; (3) Coup de Grace, Sense the Unnatural, Silver Claws; (4) Clenched Jaw, Gnaw, Stoking Fury's Furnace, Wasp Talons; (5) Kiss of Helios, Luna's Avenger (Learned from Donovan)

Rank: 5

Rage: 7

Gnosis: 7 (5 with Grand Klaive)

Willpower: 7

Glory: 10

Honor: 9

Wisdom: 4

Rites: (1) Moot Rite, Rite of Cleansing, Rite of Contrition, Rite of the Opened Caern, Rite of Talisman Dedication

Fetishes: Burning Fury (Grand Klaive)

Nina Freeman

Howl: Healing the wound of the past

Quote: "Our people left a mess down here. It's on us to fix it."

Breed: Homid

Auspice: Ahroun

Tribe: Get of Fenris

Seeking a Way Forward by Looking to the Past

Nina comes from a long and proud line of Get of Fenris. Her grandmother, Astrid Broken Claw, was a warrior operating in the Amazon Basin in the 1990s. Astrid's tragic outing in the Amazon ended with her pack dead or scattered, and she returned home to Norway, hardened by her experience. She had Astrid's father shortly after and raised him with full knowledge of his legacy in the hopes he might one day take his place among the Get. Though the change skipped him, Nina changed early, on the eve of her fifteenth birthday. Despite her young age, she was a vicious warrior, but she was also an amazing listener. As her grandmother spun yarns of the glory of the Fenrir, Nina was captivated. She hoped to one day taste that glory for herself.

As she began to understand the ways of the Get, Nina asked Astrid for more details of her travels. She'd always seen her grandmother as a legendary hero, and her hunger for details about Astrid's exploits was insatiable. Astrid was happy to share stories of most of her years, but never spoke of the time she spent in South America. When Nina would ask her directly about those years, Astrid grew quiet and distant, merely promising to reveal all one day.

A lifetime of glorious battle against the Wyrm did Astrid no favors. As she aged, her battle scars evolved into chronic wounds and ongoing suffering. When she gained the sense of her time ending, she sat Nina down and relayed the truth of the Amazon War.

Astrid and her pack, the Death Dealers, may have beaten their foes in the Amazon, but they left a terrible mess in their wake. The shredded bodies of fallen Garou abandoned in the haste of a tactical retreat. Spiritual stains from the suffering the Garou endured, lingering and aggravated resentments with the Fera. Nina could feel her grandmother's regret as she recounted the tale. Furthermore, she knew that despite their victory, the warriors of that era were poor stewards of the battleground in which they fought. Nina resolved to make it right.

Nina listened with rapt attention, committing every syllable to memory. Inspired by this story of battle, tragedy, and costly half-victory, Nina concluded that she needed to go to the Amazon herself. Nina gathered a group of her peers, all young Garou with grand ideas on how they would do better than the generation before. Two packs of warriors, working side by side, traveled to the Amazon, visiting the lands where Ranch Apocalypse once stood, intending to heal the wounds left behind. Spirits cried out for rest, the land cried out for cleansing, and Nina knew in her heart that task fell to her. She would right the wrongs of the Amazon War.

Plots and Ambitions

- Clean Up Ranch Apocalypse:** Nina learned of much damage the Death Dealers left behind when they abandoned the Amazon. She aims to repair that damage both spiritually and physically.

- Repair Relations with the Fera:** Nina knows how little the Fera of the Amazon want the Garou poking around in their territory. She believes cleaning up after her grandmother's pack is a first step in repairing that relationship. She'd ultimately like to forge an alliance with the Fera and reclaim as much of the Amazon as they can, though she admittedly has little plan beyond the cleansing she's committed to performing. She hopes that making her intentions clear and asking the Fera for leadership in their lands — she'd expect no different if they showed up in Norway — can lead to the next steps.

Territory

- The Ruins of Ranch Apocalypse:** The region of the Amazon where Astrid and the Death Dealers operated is a relatively small area riddled with the spiritual scars of several battles. These have impeded physical healing and growth, and despite the long years since Garou last walked these lands, the rainforest has not regrown from the deforestation efforts by Developers Forestry Group. It's only due to Fera vigilance that the area hasn't spawned a Wyrm caern. Nina's combined pack has their work cut out for them.

Kinfolk, Packmates, and Enemies

- Garth Larsen:** Garth is the first Garou who joined Nina's call to action when she sought packmates to join her in the Amazon. As a Get of Fenris Philodox, he frequently wrestles with the egregious excesses of his tribe and the consequences of those actions. Nina's mission speaks to that struggle, and Garth feels the Amazon is the best place for him to make a difference and earn Renown so his words carry more weight upon his return.

- Horns-of-Pain:** Horns has been a close friend of Nina's since Nina's First Change. A year older than Nina, she was born in Nina's sept. While the sept was relatively progressive regarding her birth, Horns still suffered the stigma of growing up metis. Nina was one of the few Garou in the sept who never treated Horns differently, which she values deeply. Although she doesn't want to leave her home, she would follow Nina into the deepest pits of Malfeas without question.



Whispers

• **Harano:** Astrid greatly disapproves of Nina's journey. The pair fought about this for weeks before Nina's departure, but the younger Freeman is as firm in her convictions as her grandmother ever was. This sent Astrid into Harano so severe her body is failing.

• **Messenger Mission:** Some believe Nina carries messages to deliver to Fera and spirits in the Amazon on Astrid's behalf. The elder Garou is in no condition to travel, let alone endure the dangers of the region. She sent Nina to act in her stead.

• **Vengeful Secret:** Some among Nina's sept believe her quest to the Amazon is secretly motivated by revenge. Astrid endured terrible woes during her years there, and many Get think Nina plans to visit payback to those responsible. What her septmates don't understand is why she feels the need to hide this.

Image

• Nina is a deceptively slight and wiry blond woman who prefers to keep her hair short. While in the Amazon, she dresses in sleeveless shirts and shorts to cope with the heat and humidity. In Lupus form Nina's fur is white as snow across her head, back, and shoulders, darkening into a golden brown near her paws.

Attributes: Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina (Tireless) 4 (6/7/7/6); Charisma 2, Manipulation 2 (0/0/0/0), Appearance 2 (1/0/2/2); Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 1, Athletics 1, Brawl 2, Empathy 1, Expression 2, Intimidation 2, Leadership 2, Primal Urge 2, Streetwise 1, Subterfuge 1; Animal Ken 1, Drive 1, Larceny 1, Melee 2, Performance (Oration) 1, Stealth 1, Survival 2; Computer 1, Medicine 1, Occult 3

Backgrounds: Allies 2, Fetish 2, Pure Breed 2, Resources 2, Totem 2

Gifts: (1) Inspiration, Master of Fire, Persuasion, Resist Pain, (2) Speech of the World

Rank: 2

Rage: 5

Gnosis: 3

Willpower: 5

Glory: 4

Honor: 2

Wisdom: 2

Rites: None

Fetishes: Spider's Satchel

She-Who-Walks-Alone

Howl: Driven by vengeance

Quote: "Hunt with me or don't. The Wyrm will pay its debts in blood, dripping from my claws and fangs."

Breed: Homid

Auspice: Ahroun

Tribe: Uktena

Heartache and Revenge

She-Who-Walks-Alone wasn't always known by that name. Until her First Change she was Nancy Madison, but that life

ended in a blur of fangs, fur, and fury. In the ashes of her old life stood Claw-of-Gaia, one of the most ferocious warriors of her sept. Glory in battle and the praise of her packmates did little to ease Claw-of-Gaia's pain. Outside the field of battle, her Rage was too much to deal with, and she turned to drugs to numb herself. When her obsession with partying, drugs, and drink proved too strong an enemy for Claw-of-Gaia to defeat, the sept cast her out. They took her name and declared her Ronin.

It was a wakeup call heard too late. Though she did defeat her addiction, she knew she couldn't return to her pack. She feared their judgment. The thought of rejection nearly drove her to relapse, so she took to the wilderness to live out her days alone. Less than a month into her exile, she met a man named Jack who was also alone. Like her, Jack was an exile from his people. Like her, he was alone and scared and fighting against his inner demons. However, there was one major difference — Jack was a vampire.

The star-crossed lovers spent half a year wandering the countryside together. They were free from the judgment of their peoples, but life wasn't perfect. Jack struggled with his hunger. Nancy suffered with the loneliness that plagues most Ronin. She had found love, but without a pack there was an emptiness that no romantic love could fill. Jack saw Nancy's pain and frequently told her she should leave and be with her people. So, one night, she did that very thing.

The sept offered her a chance to return, on one condition. She would need to prove her victory over the Wyrm — by defeating the Wyrm-thing who shared her bed. She never learned how the sept elders knew about Jack, but she figured he was dead either way. With any luck she could make it quick for him. Nancy the Ronin led her old pack on a new hunt. They found where Jack had gone to ground, dug him up, and left him for the sun. Nancy collected his ashes, keeping a small portion for herself, and presented the remainder to her sept leaders. The sept welcomed her back as a cub, yet to earn her name.

When the time came for her to enter battle with minions of the Wyrm, her brutality in combat dwarfed her previous penchant for violence. Embracing the Rage that swelled in her chest when she thought of her lost love, she shredded her opponents with merciless malice. Despite the praise of her packmates, she remained aloof during the post-battle celebrations, earning her new name. Though she participated dutifully in all rites and caern duties, She-Who-Walks-Alone kept a cool distance from her fellow Garou. Better that they didn't know how much of her ferocity was an unspoken death wish. She kept to herself how much her valiance in battle was driven by a burning desire to be with her lost love again.

Despite chasing a glorious death at the hands of the Wyrm, She-Who-Walks-Alone remained victorious in battle. As the months grew to years and her deeds were counted by the sept and the spirits, she rose in rank, despite herself. She earned several battle scars, and there were a few close calls, but she persisted. She carved herself a path to sept elder through the flesh and sinew of Wyrm-things and on the backs of fallen packmates who could match neither her Rage nor her abandon.

As She-Who-Walks-Alone approaches her fifties, she still desires to find her end in the throes of battle and be reunited with Jack. However, she understands that her pride and prowess as an Ahroun make this increasingly unlikely with the foes she faces in her sept's territory. She-Who-Walks-Alone has spread word far and wide among



her contacts in other territories to alert her should they find a foe worthy of her talents – and of shedding her blood. She still wants revenge. She wants to hurt the Wyrm as much as she was hurt. She wants the Wyrm to suffer; she wants to be the vector of that suffering; and she doesn't care who or what it costs to achieve that end.

Plots and Ambitions

- **Wound the Wyrm:** By her own hands, She-Who-Walks-Alone lost the only person she'd ever loved. She blames the Wyrm for what happened to Jack, that the insidious force even assaults the hearts of Garou who insisted on violent destruction of a man they'd never known rather than accept love as a greater force of redemption. This understanding partially drives her aloofness from other Garou. She-Who-Walks-Alone knows that the Wyrm cares nothing for its lesser minions, therefore slaughtering them is no true vengeance. Rather than taking potshots at peons for the rest of her days, She-Who-Walks-Alone wants to hurt the Wyrm directly and watch it suffer.

- **The Bigger They Are:** She-Who-Walks-Alone has spread word far and wide of her desire to face a Wyrm creature worthy of her attention. Her sept believes this to be the Glory-seeking of an elder Ahroun. Her tribe thinks her challenges are concerning and she could do more to hurt the Wyrm in other ways, but most keep silent – as an elder, She-Who-Walks-Alone has earned her choices. She-Who-Walks-Alone hopes that her words and her braggadocio reach the ears of worthy foes who come looking for her. Privately, she hopes to face one of the Maeljin Incarna and keeps watch for signs of their presence in the world.

Territory

- **Hollowtop Mountain:** She-Who-Walks-Alone and her pack make their home in the forests near Hollowtop Mountain, Montana. She tends to wander to meet with other packs in the area to scout potential allies for her eventual raid on Malfeas. While she travels, she slaughters any Wyrm creatures she encounters.

Kinfolk, Packmates, and Enemies

- **Rico Contreras:** Rico is the only other survivor of her original pack. Though the years have given much Glory to She-Who-Walks-Alone and Rico, they have extracted a steep price in blood. Rico is now the alpha of another pack operating out of Big Sky. While he still considers She-Who-Walks-Alone a packmate, they were never especially close. Of everyone who knows She-Who-Walks-Alone, only Rico suspects the true motivation behind her grudge against the Wyrm.

- **Randal "Webstalker" Vanderleest:** Randal is a Glass Walker elder in his early sixties. He is beginning to feel the creeping years settling into his joints and is coming to terms with being past his prime. Though his deeds are great and numerous, he fears the indignity of death in a soft bed. He has heard She-Who-Walks-Alone's call for a worthy opponent and trawls the internet looking for clues to pass, and each day he becomes more enamored with the idea of joining her when she finds that worthy foe.

Whispers

- **A Bit of a City Wolf:** In her youth, She-Who-Walks-Alone spent lots of time in the city. She maintains alliances with the Glass Walkers and Bone Gnawers in Bozeman.

- **Secret Hunts:** She-Who-Walks-Alone frequently travels the region, meeting with the other packs of the sept. She's a loner most of the time, so her traveling alone is no surprise. However, she uses these times alone to also go on hunts. Some say she hunts more than Banes or spirits of the Wyrm and that she is particularly fond of terrifying climbers and campers who disrespect the land.

- **Vampiric Horrors:** Younger Garou whisper that She-Who-Walks-Alone was once kind and outgoing. All that ended when vampires captured her in the nineties. During her incarceration, she suffered grave torture which turned her into the cold warrior she is today.

Image

- She-Who-Walks-Alone is a tall, muscular woman with long, wavy, black hair accentuated with gray streaks. She usually wears black jeans, t-shirts, and dark-colored flannel in colder weather. In her Lupus form, she is a black wolf, though the tips of her fur are graying. Her Lupus form is muscular as well, giving her a squat frame for a wolf.

Attributes: Strength (Upper Body) 5 (7/9/8/6), Dexterity (Preternatural Grace) 5 (5/6/7/7), Stamina (Resilient) 4 (6/7/7/6); Charisma 2, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception 3, Intelligence 3, Wits 3

Abilities: Alertness 3, Athletics 3, Brawl (Wrestling) 5, Empathy 1, Expression 2, Intimidation (Revenge) 4, Leadership (Combat Readiness) 4, Primal Urge (Reacting) 4, Streetwise 3, Subterfuge 1; Animal Ken 3, Drive 2, Etiquette 2, Larceny 1, Melee (Klaives) 4, Stealth (Shadowing) 4, Survival (Tracking) 4; Computer 1, Enigmas 3, Law 3, Medicine 1, Occult 3, Rituals (Mystic) 1, Technology 1

Backgrounds: Contacts 5, Fetish 5, Rites 5

Gifts: (1) Inspiration, Master of Fire, Razor Claws, Sense Wyrm, Shroud; (2) Coils of the Serpent, Fetish Fetch, Staredown, Spirit of the Fray, True Fear; (3) Combat Healing, Invisibility, Wind Claws; (4) Body Shift, Hand of the Earth Lords, Stoking Fury's Furnace; (5) Strength of Will

Rank: 5

Rage: 9

Gnosis: 5

Willpower: 6

Glory: 10

Honor: 9

Wisdom: 5

Rites: (1) Rite of Binding, Rite of Talisman Dedication; (2) Rite of Summoning; (3) Rite of the Fetish

Fetishes: Baneskin, Klaive, Mirrorshades

Liam "Hunts-in-Blood" Mitchell

Howl: Scourge of vampires

Quote: "You're already dead; the Wyrm just keeps you moving about."

Breed: Homid

Auspice: Ahroun

Tribe: Glass Walker

The Urban Jungle

When Liam was just a child, he attended a wedding at a church set up in the woods near his home. He and his younger sister wandered off during the ceremony and stumbled upon something he wouldn't be able to explain for years to come: Garou hunting in the woods near the ceremony. He had nightmares for years, always of some great shadow that was waiting to lunge at him and tear his throat out. As he grew older, he began weight training in the hopes that if this thing ever really did attack him, he'd be able to put up a good fight long enough to run away from the creature.

It wasn't until his First Change that he knew what he'd seen. He, his girlfriend Alex, and his unborn child were attacked one night by two vampires. Before the vampires could lay a hand on Alex, Liam changed for the first time, fighting off the vampires that would have claimed their lives. When he came to his senses, he found out that he had torn the heads from the body of every leech.

This started a small war of sorts between Liam and the vampires in the city. The vampires would attack, sometimes in swarms, yet Liam would kill them all. He earned his deed name, "Hunts-in-Blood", due to the sheer number of vampires that he managed to kill on his own before joining with a pack. It's something he became proud of, and he adopted the name with great pride.

These days, Hunts-in-Blood resides in Birmingham, but his reputation is such that Liam is considered the vampire hunter throughout Britain. When Liam joined a pack, his problems became their problems, and they help him fight the vampires when they can. Liam has a knack for his craft, chasing the leeches out of their dark shadows before he attacks, leaving very few places safe to hide. Whenever he hears a news report about an exsanguinated body, Liam goes on the hunt. Sometimes he's able to find the vampire who actually committed the murder, but mostly it's about sending a message — leave the people of the city alone.

As the Apocalypse grows closer, Liam and his pack have noticed an increase in vampire numbers across the country, with a recent redeployment of leeches to Birmingham. Hunts-in-Blood's first assumption was that the undead are gathering their forces to try and eliminate him, his pack, and any Garou they find. However, so far, the vampires appear content to wait, bolster their numbers, and gather in ceremonies dedicated to some purpose he doesn't understand. The gatherings aren't even that hard to discover — Liam's pack has already eliminated three groups conducting the rituals — and he's growing increasingly concerned that the Garou may be playing into some larger trap being coordinated by the Wyrm.

Liam has recently learned the location of the vampire Prince's haven and is preparing a new type of plan to deal with the changes in the vampires' behavior. His pack will infiltrate the fortress and drag the leech out with a stake in his heart and question it about what's coming. If that doesn't work, then Hunts-in-Blood will lean into his strengths and go back to doing what he does best.

Plots and Ambitions

- **Driven Out:** Birmingham's vampire population is increasing faster than the human population can sustain. Liam doesn't know the vampires' plans or immediate goals for this. He assumes their long-term goal is his death and helping bring about the Apocalypse. Liam is readying his pack for their next strike at the heart of the nest, aiming to eradicate every last leech they can find and maybe excise the entire population. He figures this will send a powerful message to any other vampires who may be thinking about heading to Birmingham.

- **In My Footsteps:** Liam wants to raise his daughter, Lucy, around Garou, teaching her their ways so that, should she go through a change of her own, she's more prepared for what happens than Liam was when he went through his First Change. He knows this is risky; the Garou life is never safe, and his ongoing feud with vampires places his family at risk. Liam knows the bloodsuckers wouldn't hesitate to use his child to get to him. Liam and Alex ensure their daughter is



THE DAYBLADE (LEVEL FOUR, GNOSIS 6)

The Dayblade is a specialized klawie, forged from steel instead of silver, as its intended targets are vampires, not were-wolves. As such, it doesn't cause a loss of Gnosis like other klawies. The fetish holds a fire elemental gifted from Helios bound within. Through the elemental's presence the Dayblade inflicts aggravated damage on vampires and anything vulnerable to fire. The wielder can activate the blade to have it flare with blindingly bright sunlight, illuminating an area several yards around the blade and inflicting appropriate damage and panic to vampires.

raised not only by them, but by the pack as a whole, with the sept surrounding them and protecting them from vampiric reprisals.

Territory

- **Birmingham, England:** Located in the West Midlands county in England, approximately 100 miles from Central London, Birmingham is the social, cultural, financial, and commercial center of the region. Its five universities make it the largest center of higher education in the country outside of London. Liam feels at home among the students, passing through them as if he were a part of their flock and not a monster in his own. Their presence helps him stay sane and human, something he feels he would have let go of long ago if it weren't for the constant flux of humanity around him.

Kinfolk, Packmates, and Enemies

- **Alex Mitchell:** Alex has been a part of Liam's journey as a Garou since day one. When she isn't helping him raise their child, she gathers information from the city — always during the day — and reports it back to Liam. She's training herself how to fight vampires, though Liam has given her a firm "no" every time she asks him about helping. She believes that she'll one day get her chance to show him what she can do.

- **Antique Scavenging:** Liam's pack scours local antique shops, looking for pieces that might hold more value than what the shop is selling them for. They clean up the pieces and then turn around to sell them for a profit. The work has made the pack well-known to antique dealers and has led to several leads pointing to collectors who feel unnervingly nostalgic about items of the past.

- **Jeremiah Casaubon:** The bored vampire Prince of Birmingham wants distractions and entertainments to make the endless nights more bearable. He also has some vague ambition to improve the city and make it even greater than when it was a manufacturing powerhouse, but this takes more effort than he could be bothered investing. The rise of the lupine threat could serve both goals. Many clans have sent powerful representatives and disposable inconveniences to the city to eliminate the werewolves. The inrush of vampires focused on killing raises Casaubon's importance in flexing his power without having to navigate the usual tiresome social webs, and tales of the battles are delightfully entertaining, as long as they don't personally threaten the Prince.

Whispers

- **A New Home:** Liam is tired of fighting vampires and is thinking of taking the pack from Birmingham to the smaller city

of Durham. He doesn't believe for a second that there will be no vampires there, but he hopes that the small population will mean that there are *fewer* vampires there. He worries about his wife and his daughter and wants to move somewhere he doesn't have to be on constant guard for the next attack.

- **Hand in Marriage:** Some say that Liam isn't eradicating all vampires but is making deals with several. No one knows the exact terms of these deals, but those who spread such rumors believe his daughter may be part of the deal — either for her protection or as a price.

- **Blood Price:** It's hardly secret that Liam's fascination with vampires comes from the circumstances of his First Change. However, some believe their blood mingled with his at the moment of his Change, tying his abilities to theirs and giving him a measure of vampirism himself. Some go further and speculate that Liam's abilities may not work against non-vampires, and no one wants to discover this is true when facing a pack of Black Spiral Dancers or hostile spirits alongside the Ahroun.

Image

Liam has a mix of English and southern European heritage, giving him a warm, tanned complexion in Homid form. He has a severe, almost hostile look when dealing with most people, which softens instantly when speaking with Alex or Lucy. Liam's Crinos and Hispo forms are a dark brown with black markings around his paws. In Lupus form, his fur darkens entirely into an inky black color.

Attributes: Strength 4 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 4 (6/7/7/6); Charisma 2, Manipulation 2 (0/0/0/0), Appearance 3 (2/0/3/3); Perception 4, Intelligence 2, Wits 4

Abilities: Athletics 3, Brawl (Tooth and Claw) 5, Empathy 1, Intimidation 3, Leadership 2; Crafts 1, Drive 1, Etiquette 2, Firearms 2, Melee (Vampires) 5, Stealth 4, Survival 3; Academics 2, Computer 2, Investigation 2, Medicine 1, Occult 1, Science 2

Backgrounds: Contacts 2, Fate 3, Fetish 4, Kinfolk 3, Resources 2

Gifts: (1) Apecraft's Blessing, City Running, Control Simple Machine, Diagnostics, Falling Touch, Pack Tactics, Razor Claws, Smell of Man; (2) Cybersenses, Jam Technology, Steel Fur, True Fear; (3) Combat Healing, Control Complex Machine

Rank: 4

Rage: 6

Gnosis: 7

Willpower: 8

Glory: 9
Honor: 4
Wisdom: 3
Rites: None
Fetishes: The Dayblade

The Lorekeepers

Masters of history, the Galliards sing songs of victory and defeat, of triumph and sorrow, of death and survival. The Galliard ensures survival of the stories and inspires Garou to battle, to relive the glories of their ancestors. With the signs of the Apocalypse clearer than ever, Galliards everywhere stoke the fires of Rage in the other auspices, preparing them for the final battles. While the Galliards remember history, not all of them reflect on what lessons can be learned beneath the surface, instead relying on the other auspices to keep them from sending the People to repeat past mistakes.

Song-of-Victory

Howl: Lupus mastering human warfare

Quote: *"The other tribes think we are simple. Stuck in our ways, savage and primitive just because we don't wage war like apes. We fight for food; we fight for our lives. And the tools of human wars are our spoils."*

Breed: Lupus

Auspice: Galliard

Tribe: Red Talons

Warleader of the Unbroken Stone

In the Nafusa Mountains of Libya, wild wolves still survive. Many of these wolves are Kinfolk to the Red Talons, who operate an ancient sept hidden in a network of caves and burrows beneath the ground. It is from these wolves that Song-of-Victory was born under Luna's waning gibbous eye. Warring between humans in the mountains created an abundance of Banes and dark spirits which took to preying on the wildlife of the mountain. When the spirits came for Song-of-Victory's pack, the Rage burned through him, and he destroyed the spirits alongside his pack. When the young Garou woke, his heart was heavy with sorrow and pain — with the change came the capacity for much deeper thought. It was not difficult for the Garou of the Sept of the Unbroken Stone to find the cub and bring him into his true life.

Quickly rising to prominence, Song-of-Victory led his pack in lightning raids against the source of the spiritual unrest in the region. Over the course of several months, Song-of-Victory dominated the humans, overcoming advantages in numbers and weaponry with ferocity and spiritual might. Each victory led to an influx of Glory, trophies, and knowledge about how and why the humans fought.

To cement this place and achieve the rank of adren, Song-of-Victory organized a multi-pack campaign to push the remaining humans — civilian and soldier alike — from near the Bawn of the Unbroken Stone. With room to roam and privacy from human eyes, Song-of-Victory reached out to other local packs, including the Glass Walkers in Tripoli. The Warleader would sell them the fruits of his conquest: military

hardware, arms, and vehicles in exchange for support in the form of fetishes, and intelligence on human activity in the surrounding area. Besides spiritual and strategic gains, Song-of-Victory had amassed a significant amount of material wealth.

Song-of-Victory studies humanity with an almost obsession. Military history, politics, and religion have all helped him to understand the conflicts around him. Surprisingly, knowledge brought compassion and wisdom rather than increased violence. Where other Red Talons would be content to just drive off the humans, Song-of-Victory takes a different approach. He invests in human communities, fighting the forces of the Wyrm through peace and stability as readily as fang and claw. By securing peace and posterity among the local humans, he creates a safer environment for the local wolves and Garou to thrive. Song-of-Victory understands that more than just fang and talon is needed to secure the Wyrm's ultimate defeat.

Plots and Ambitions

- **Fortify the Sept of the Unbroken Stone:** Song-of-Victory's underlying motivation is the defense of the wolves at the Sept of the Unbroken Stone. The Warleader is committed to the fight against the Wyrm, but in his heart, he knows other Garou don't see the bigger struggle and is uncertain that the war can be won globally. If there is to be an Apocalypse, Song-of-Victory will build a fortress-caern from which the Garou Nation can keep fighting.

- **Howl of Duty, Modern Warfare:** Wolves do not wage war. They hunt and fight for dominance or defense, but organized warfare is not a natural lupine inclination. Upon his First Change, Song-of-Victory gained a deeper awareness of the world and the evils within. As he watched artillery tear into fortified positions and armored vehicles provide support for organized infantry, Song-of-Victory realized that the true master of war is humanity. Thus, he would be their most apt pupil, combining their knowledge and weaponry with the savage might and spiritual prowess of the Garou.

Territory

- **Sept of the Unbroken Stone:** Located in the roughest portions of the Nafusa Mountains is an old sept founded by several packs of Red Talons as well as a singular pack of Black Furies in a time when the land was ruled by the Romans nearly two millennia ago. While the heart of the caern is open to the sky above, the dens and warrens of the Garou and Kinfolk who reside there exist in a network of natural caves within the mountains. The caern is devoted to stamina, with a bawn that historically has extended for a day's run for a wolf. Much reduced in the 20th century, it has been restored by repeated victories.

Kinfolk, Packmates, and Enemies

- **Song-of-Vengeance's Packmates:** A Red Talon choosing to run alone is unthinkable. Though he holds the title of Warleader for the sept, Song-of-Victory is not always the alpha of his pack; though he directs their larger operations, when dealing with the Umbra the forces of the Wyrm, he steps back and allows the specialists to lead. The Garou in the pack are all lupus Red Talons. Laughing Fang, a young Ragabash, is the newest member, having changed less than a year ago. She is a natural stalker and has provided a well-deserved check to Song-of-Victory's ambition. The brothers Shadow Cry and Blood-Flows-Hot are a Theurge



and Ahroun, respectively. The eldest, Shadow Cry, have spent many years dealing with spirits. Blood-Flows-Hot, despite their blood relation, barely knew his brother until he himself changed years after. The oldest packmate, Death-That-Growls, is another Ahroun. Born decades ago, she is a scarred veteran who refuses to die – or become unable to fight – until the Apocalypse comes. The pack follows Grandfather Thunder.

• **Tahir Pedram, Glass Walker:** A young Half-Moon of the urban tribe, Tahir Pedram is Song-of-Victory's primary contact among the homid tribes. While they spar verbally, Song-of-Victory respects the young man's opinions, considering him the only homid he would run alongside. Despite living in nearby Tripoli, Tahir may as well be in another world.

Whispers

• **Weaver-Corrupt:** While it is rarely mentioned in the Sept of the Unbroken Stone, there are other Red Talons in the region who speak to Song-of-Victory's having fallen, not to the Wyrm, but to the Weaver. The Galliard's ties to homid Garou – Glass Walkers at that – is no mere coincidence they say.

• **Secession:** With his near single-minded obsession of fortifying and protecting the Sept of the Unbroken Stone, there are those in neighboring septs which fear that the Warleader will seal off the caern's moon bridge and dig in to fight off all possible invaders, even fellow Garou.

• **Deviant:** There have been rumors for years now – initially spread by a rival Galliard – that when he is away on business in Homid form, Song-of-Victory actively seeks to mate with humans. Most don't place much faith in these rumors, treating them as mere insults, but others claim that not only does he lay with humans but has born children with them.

Image

• Song-of-Victory is most often seen in their Lupus birth form, where they are a large, broad-shouldered wolf with brown

fur and severe golden eyes. The only alterations in the fur come from a red strip of fur along the lower jaw, and a handful of scars across the chest and stomach. When taking to human shape, he is a surprisingly well-groomed man with a barrel chest, black hair, and a thick beard with red highlights. Song-of-Victory often dresses in plain modern Berber fashion with a focus on utility above style.

Attributes: Strength 3 (5/7/6/4), Dexterity 2 (2/3/4/4), Stamina 3 (5/6/6/5); Charisma 4 (Captivating), Manipulation 2 (0/0/0/0), Appearance 2 (1/0/2/2); Perception 2, Intelligence 4 (Creative Logic), Wits 4 (Ambushes)

Abilities: Alertness 1, Athletics 2, Brawl 2, Expression 2, Intimidation 2, Leadership 4 (Battlefield), Primal Urge 4 (Hunting); Animal Ken 1, Firearms 4 (Automatic Weapons), Larceny 2, Performance 4 (Howls), Stealth 2, Survival 3; Academics 3, Enigmas 1, Investigation 1, Rituals 2

Backgrounds: Ancestors 2, Fetish 1, Kinfolk 2, Pure Breed 1, Resources 5, Rites 1, Totem 3

Gifts: (1) Heightened Senses, Hidden Killer, Perfect Recall, Predator's Arsenal, Prey Mind, Mindspeak; (2) Eye of the Eagle, Shadows of the Impergium; (3) Silence the Weaver, Song of Heroes, Trackless Wastes

Rank: 3

Rage: 4

Gnosis: 5

Willpower: 4

Glory: 4

Honor: 2

Wisdom: 5

Rites: Rite of Cleansing

Fetishes: Apeskin

Hoach'i Dabe'gha, He-Carries-the-Wind- With-Him, Full-of-Wind

Howl: Collector and safeguard of stories

Quote: "Look, I understand that you don't like the means, but remember we're part spirit, and that doesn't mean we're not cousins with the spiders too, and right now I don't care about your technophobia, because when you go off and die in that jungle, no one is going to remember you if I don't record it."

Breed: Homid

Auspice: Galliard

Tribe: Uktena

The Story Keeper

Hoach'i Dabe'gha was raised on a sept led predominantly by Older Brother and specifically of the Earth Guides in the Mojave Desert. He was raised in a highly traditional setting that focused on honoring the traditions of both the Garou Nation and his human Kinfolk. He acted in good faith and followed the teachings of his elders, but he was also deeply curious about computers and

technology and was renowned for his skill in taking them apart and putting them back together again.

There was some contention about his decision to join the Web Walkers, as he was being groomed for the Earth Guides, but he kept his relationship with his teachers and pleaded about the benefits of using technology to help preserve culture. When he was younger, this argument did not gain much traction, but as Kinfolk embraced social media platforms to give voice to Native people, his position became more respectable among his tribe.

He met Braided Threads among the Glass Walkers of Los Angeles, and the two hit off an immediate and deeply loyal friendship and began together to plan the early stages of the Geomid Network – a collection of spirit and ether nodes that store and collate information – and what its constructive uses for the Garou Nation would be. They were in over their heads immediately when one of their first leads was a Black Spiral Dancer Kinfolk who was interested in telling everything she knew about the tribe. This turned out poorly for them as a powerful Black Spiral Dancer took offense to their actions. While they did not walk away with any valuable information, they did earn the protection of their third packmate, Teeth-at-the-Heels-of-Trouble, who saved them from the Dancer's wrath.

Now the three of them traverse the world, seeking out important stories of specific septs, tribes, or even Houses of the Silver Fangs, adding the spiritual recordings to the Geomid Network and making them available to as many Garou who want to access them.

Plots & Ambitions

- **An Apocalyptic Record:** Höach'i Dábé'gha's primary concern above all else is recording the stories of the Garou Nation in a way where they might not disappear should a huge portion of the Garou meet their end. He comes from a community that has suffered apocalyptic circumstances in the past and knows personally the impact of the loss of oral histories. His belief is that recording those histories with technology and spiritually will do more than any battle to save the Garou Nation in the face of their doom. He was raised among the Earth Guides and still retains many connections with them despite being an unrepentant Web Walker, and their philosophies are reflected in his concerns.

- **Moon Path Messengers:** Pattern Recognition is concerned with Full-of-Wind's personal ambitions, but together they also serve as messengers between septs, traveling by foot or across the Moon Paths. Depending on the expectations of the septs they meet, sometimes Teeth-at-the-Heels-of-Trouble acts as ambassador, and less often Full-of-Wind will step into this role. They have earned a significant amount of goodwill across the world by bringing vital information to septs when they're needed, but there are some that find their means of using Weaver spirits to record sacred stories of the Garou Nation offensive.

- **Empowering the Machine:** The pack also supports the spiritual experimentations of Braided Threads, who works liberally with the Rite of Spirit Awakening to awaken spirits of objects as much as programs which are collections of directed electricity, and even concepts such as memory. Braided Threads is at the forefront of Glass Walker innovation when it comes to the use of powerful and unlikely fetishes such as PUDAs and other awakened programs, including the Geomid Network, which she uses



to spiritually record and display the stories collected by her pack.

Territory

- **The Cyber Realm:** Höach'i Dábé'gha and his pack, Pattern Recognition, consider the digital pathways linking the world to be their territory. While they are nominally story collectors, they focus on using the spreading webs of Grandfather Spider to bring the Garou Nation closer together, rather than focusing on its role as antagonist and enemy.

Kinfolk, Packmates, and Enemies

- **Braided Threads:** The Glass Walker Theurge and brilliant spiritual scientist behind the Geomid Network, a powerful amalgamation of awakened spiritual programs which enables Pattern Recognition's entire purpose. Often in the background of the pack's operations while Full-of-Wind and Teeth-at-the-Heels-of-Trouble act as face and fist, respectively, the pack would nevertheless be unable to engage in its primary mission and duty without her. The nature of the Pack's Totem spirit enables Braided Threads to always be with her pack in some manner, whether she is physically present or not.

- **Teeth-at-the-Heels-of-Trouble:** This Ahroun is both muscle and conscience of Pattern Recognition. Born to the Silent Striders, the early days of her life as Garou were burdened with unspeakable tragedies and losses. She sought to embrace these experiences by seeking out the stories of other septs and keeping to the road to collect and share them, knowing that her own role in Garou Society was to die for her allies, but that her heritage meant that none would remember her. This brought her in line with the goals of Pattern Recognition, and when she met the pack, they had recently attempted (and failed) to get an interview with an outspoken Kinfolk of the Black Spiral Dancers. Pattern Recognition's important mission would have come to a quick and bloody end before it even got started if not for the intervention of Teeth-at-the-Heels-of-Trouble, whose deed name has proven again

and again her necessity in a pack constantly on the frontlines of dangerous events.

- **The Heel of Trouble:** The Herald of the Serpent is a Galliard of the Black Spiral Dancers who encountered Pattern Recognition when they attempted to arrange an interview with one of his wives. At first, the Herald was shocked and amused at the gall of the strange pack, but once it appeared that they were mining his Kinfolk for information that could be used against the tribe, he not only killed the Kin (and her entire family), but he and his pack also nearly massacred Pattern Recognition. Full-of-Wind still walks with a limp after their initial encounter. Ever since, The Herald has kept an eye on this pack, and often follows them, both physically and with the aid of scryer Banes — twisted versions of Pattern Recognition's Geomid allies — as they globetrot in order to keep tabs on the sorts of stories they are collecting. He hasn't chosen to kill them yet, but it is only a matter of time before he grows bored with collecting information and decides to end them.

Whispers

- **Urrah:** Some feel that this young pack, although devoted to a cause that appears beneficial to the Nation, is going about it in a deeply dangerous way. By using Geomids and Net Spiders and other alien servants of the Weaver, the pack is threatening the ancient ways of the Garou. Tribes such as the Red Talons and Black Furies are currently absent from the Geomid Network, and some Galliards among both actively oppose this pack and worry about the implications of the project.

- **Grandfather Spider:** Others share concerns about the mass of spiritually awakened Weaver spirits that surround this pack and are allied with them. Full-of-Wind insists that the spiritual knowledge of his tribe and the knowledge of the Web Walkers combined with Braided Threads' expertise is more than enough to manage their spirit network, but that does not do a lot to assuage the concerns of those who do not trust the collective power of the Weaver.

Image

- Hōāch'i Dábé'gha is a tall, thick-trunked Chiricahua Apache man who regularly dresses in dark casual clothing, favoring denim and band t-shirts. His hair is always done up in a pair of braids, and he wears a red headband. He often carries recording equipment with him, but it is just as likely to be hidden on his person as obviously held in his hands. In his wolf form, He-Carries-the-Wind-With-Him is a thick-bodied, muscular Mexican wolf that is more black than red and walks with an obvious limp.

Attributes: Strength 3(5/7/6/4), Dexterity 3(3/4/5/5), Stamina 3(5/6/6/5); Charisma 3, Manipulation (Subtle) 4(2/1/1/1), Appearance 3 (2/0/3/3); Perception (Detail-Oriented) 4, Intelligence (Scholarly) 4, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 2, Empathy (Hidden Motives) 4, Expression (Social Media) 4, Leadership 1, Intimidation 2, Streetwise 2, Subterfuge 3; Crafts 2, Drive 1, Etiquette 3, Performance 2, Stealth 3, Survival 1; Academics (Indigenous History) 4, Computer (Video Editing) 4, Enigmas 3, Investigation (Internet Research) 4, Occult 3, Rituals 3, Technology (Communications) 4

Backgrounds: Contacts 4, Fetish 1, Rites 5

Gifts: (1) Apecraft's Blessing, Perfect Recall, Persuasion, Sense Wyrm; (2) Dreamspeak, Fetish Fetch, Jam Technology, Shadows at Dawn; (3) Rending the Craft, Reshape Object, Song of Heroes

Rank: 3

Rage: 4

Gnosis: 7

Willpower: 6

Glory: 4

Honor: 2

Wisdom: 4

Rites: Rite of Boasting, Rite of Talisman Dedication

Fetishes: Uktena Scale

Water-That-Is-Born

Howl: Revitalizing the sacred spaces

Quote: “We have the Gifts we need to save our Mother; we only need to be brave enough to use them.”

Breed: Homid

Auspice: Galliard

Tribe: Uktena

The Devotee of Consecration

Water-That-Is-Born comes from the Valley of Oaxaca and was raised in Mixteco Bajo. However, because prophecy said they would lead a pack that would play a vital role in the coming Apocalypse, a group of Older Brother elders descended upon Water's small community and took them back to the Sept of the Stone Bridge years before their First Change occurred. Water was raised by the whole community rather than by parents and adopted much wisdom and teachings from a wide variety of people, including members of other tribes, particularly Younger Brother, Black Furies, and even the Shadow Lords.

Before their First Change, Water-That-Is-Born knew explicitly that their gender did not fall into a binary concept. They announced they were someone who was between genders — all of them, not just two — and spent their little spare time exploring the concepts of gender and spirituality and what it meant to them. This exploration was directly linked to their budding relationship with Mexican Black Furies, and they spent a lot of time at the feet of Mothers and Crones to learn their views on gendered spaces.

Although Water-That-Is-Born is not capable of becoming a physical mother, they were drawn to the concept of motherhood and what it meant, and they explored many rites and other techniques to engage in spiritual motherhood. Water is, in fact, named for spirits that they mothered and nourished, rather than being named specifically for themselves. It was this exploration that brought them to eventually pursue one of the rarest rites known among the Garou Nation. Despite any accusations of malicious goals and subversive intent, Water-That-Is-Born treats every single caern they come to as if the sept, the spirits, and the caern itself were their literal children, with whom they are engaging in a sacred ritual of birth. Water-That-Is-Born's pack, Pollen-on-the-Breeze, has never once returned to a caern they partook in building and then left,



but they still consider each and all of them as their own children.

The entire pack is fated in dream and prophecy alike that is mostly only known among Older Brother. Due to this, members of that tribe as well as some elders of Younger Brother treat them with respect when they come to an area to build a caern. Although the prophecies are interpreted differently by various Galliards and Theurges across the Nation, most of them agree that the pack will meet a horrific end by one of the greatest servants of the Wyrm, with most believing one of the Maeljin will consume them. Before that happens, Pollen-on-the-Breeze will have empowered so many septs of Garou with spiritual foundations that some may even survive the Apocalypse, making room for a new world to grow after the Great End.

Plots & Ambitions

- **Consecration of the Sacred:** Water-That-Is-Born's primary concern and focus is investing the monumental effort to build as many new caerns as possible before the end of the world. Older Brother has spent eons collecting and hoarding magical items and knowledge, and Water-That-Is-Born insists now is the time to use that power. They are not the only member of their tribe with this view, nor is it controversial, but they are one of the few who believe that empowering and rebuilding the places most sacred to the Garou Nation across the world is the right way to do this.

- **Defying Tradition:** Though Water-That-Is-Born should be an elder through their deeds, they have consistently refused the Rite of Recognition because they believe they will only be worthy of this recognition when they have built their final caern. Several prominent Garou still regard them as if they were an elder, but others question this choice to buck tradition.

- **Spirit Networks:** Critical in the building of caerns is the establishment and empowerment of powerful spirits to act as their spiritual centers. Due to this, Water-That-Is-Born and their pack work to recognizing the needs of the spirits that might serve in this role, and many of those costs are high and must be met by an entire sept. This often puts Water-That-Is-Born and their pack in the role of trying to convince local Garou to interact with their

local spirits in specific ways, which is also a difficult task on top of the other impossibilities this pack is undertaking.

Territory

- **The Breeze Leads Them:** Pollen-on-the-Breeze does not claim any specific territory, though they have been part of opening multiple caerns, they rarely stay longer than necessary to defend them in their infancy, quickly moving on to find another place that carries the spiritual qualifications and enough Garou to open another caern. That said, while they have traveled across North and South America alike, the pack has yet to travel to any other continents on this mission, although Bright Yellow Flower increasingly recommends locations in Asia and Australia.

Kinfolk, Packmates, and Enemies

- **Dog-Salmon-Eats-Soapberry:** The Theurge of Pollen-on-the-Breeze, a Lummi Indian, and Younger Brother. While Water-That-Is-Born is recognized for their mystic wisdom and power, the true spiritual strength of their pack is Dog-Salmon-Eats-Soapberry, who regularly makes new relationships and friendships with the spirits of the new lands the pack visits. She is traditionally minded and never publicly questions the decisions or directions of the leader of her pack. However, more than any other member, she regularly takes Water-That-Is-Born to task when she believes that they are pushing the limits of the spirits instead of focusing on honoring relationships with them.

- **Bright Yellow Flower:** A less forceful adviser than Dog-Salmon-Eats-Soapberry, this Stargazer Philodox often makes the case for caution and care, counterbalancing Water-That-Is-Born's constant push to extend the pack's capabilities and resources. Bright Yellow Flower is the most recent addition to the pack and carries the least amount of sway, but upon personally witnessing Pollen-on-the-Breeze's work to rebuild a long-lost caern in Belize, he became devoted to the cause.

- **Thunder-Fights-the-Wind:** An unlikely member of the pack whose membership many conservative Garou wouldn't recognize. A feline-born Pumonca, Thunder-Fights-the-Wind claims that the stars and spirits of the storms brought him to Pollen-on-the-Breeze and demanded that he act as their caretaker and protector to pay back a favor which he has never revealed. Without question, this powerful Daylight Bastet is a whirlwind of destruction who outclasses every member of the pack in a physical fight. His acumen and ferocity have proven invaluable for the pack's mission, as opening new caerns always draws the ire of the Wyrm's most foul minions.

Whispers

- **Death Follows Them:** Although the efforts of Pollen-on-the-Breeze have been unquestionably effective, during the opening of each caern many Garou have died defending them from the minions of the Wyrm who rush to assault these efforts. Further, so far Pollen-on-the-Breeze has not suffered any casualties. Some who have lost loved ones and friends carry resentment and whisper about the dangerous methods and disrespect toward the dead when the pack departs not long afterwards.

- **Sacred and Profane:** Many believe that the Rite of Caern Building is meant for specific, sacred circumstances and should not be used with lack of spiritual and physical connection to the locations that they choose, nor with the frequency Water-That-Is-Born uses

it. While Water-That-Is-Born insists the “magic” was given to be used, several detractors question using the rite like a caern factory.

- **Rite of the Spirit Cage:** Water-That-Is-Born comes from a tribe with a contentious reputation, and the deeds they performed in their youth to earn mysterious fetishes and rare rites that are questionable at best. There is no known story or record of Water-That-Is-Born learning the Rite of Caern Building, and no one has ever come forth to say that they were Water’s teacher. Some believe the knowledge was stolen from a caged spirit, whom Water keeps imprisoned somewhere.

Image

- Water-That-Is-Born is a tall, thin, long-haired Mexican person who stares with a heavy, knowing gaze into the distance while communicating with others, but never in their eyes. Outside of being forced or specifically engaging in a staredown, Water never meets the eyes of those they respect. They usually wear colorful, flowing alpaca-fur cloaks, and when the weather is cold enough, hoods as well. In Lupus form, Water-That-Is-Born is a rangy Mexican wolf with more red in their fur than black, but they often cling to shadows and dark spaces while in this form.

Attributes: Strength 2 (4/6/5/3), Dexterity (Lightning Reflexes)

5 (5/6/7/7), Stamina (Resilient) 4 (6/7/7/6); Charisma 3, Manipulation (Subtle) 5 (3/2/2/2), Appearance 2 (2/0/3/3); Perception (Multiple Sensory Input) 5, Intelligence (Innovative) 5, Wits (Unflappable) 5

Abilities: Alertness 1, Brawl 3, Empathy 3, Expression 4, Leadership (Motivation) 5, Intimidation (Good Cop/Bad Cop) 5, Subterfuge (The Long Con) 5; Etiquette 2, Larceny 2, Performance (Dancing) 5, Stealth 3; Academics 3, Enigmas (Things Werewolves Were Not Meant To Know) 4, Medicine 3, Occult (Witchcraft) 5, Rituals (Mystic) 5, Science 1

Backgrounds: Ancestors 3, Contacts 4, Fate 5, Fetish 5, Pure Breed 2, Rites 5, Totem 5

Gifts: (1) Apcraft’s Blessing, Heightened Senses, Master of Fire, Mindspeak, Sense Magic, Spirit Speech; (2) Command the Gathering, Coils of the Serpent, Howls in the Night, Spirit of the Bird, Staredown; (3) Banish Totem, Cowing the Bullet, Eyes of the Cobra, Scrying, Song of the Siren; (4) Bridge Walker, Durance, Shadows by Firelight, Spirit Ward

Rank: 4

Rage: 6

Gnosis: 10

Willpower: 10

Glory: 8

Honor: 6

Wisdom: 10

Rites: (1) Moot Rite, Rite of Binding, Rite of Cleansing, Rite of the Opened Caern; (2) The Great Hunt, Rite of Spirit Awakening, Rite of Summoning; (4) Rite of the Opened Sky, Rite of the Shrouded Glen; (5) Rite of Caern Building

Fetishes: Harmony Flute, Spirit Whistle

Naomi-Eight-Devils (formerly Never-Ate-Dogs)

Howl: Herald of Unity

Quote: “Y’see, we need to work together, right? Otherwise...”

Breed: Lupus

Auspice: Galliard (formerly Theurge)

Tribe: Glass Walkers (formerly Red Talon)

Burying the Past

Humanity and city life often confuse the enigmatic, though friendly and curious, Glass Walker Naomi-Eight-Devils. She grows hyper-vigilant when stressed or fatigued and is constantly wary of the Umbra. Gossips suggest she’s undertaken the Rite of Renunciation, but few realize how much she’s discarded, or why. Once, she was Never-Ate-Dogs, Theurge of the Red Talons. Now she warns the Garou of the Dreamtime terrors breaking free of their Dreamtime prisons and urges unity to survive the Apocalypse.

Never-Ate-Dogs enjoyed hunting in central Australia’s Kata Tjuta Protectorate as a pup. Humans tore that simple life away when they poisoned her family pack. In rage she rose on two legs to howl at the desert moon. She tracked the murderers to their stinking encampment where they laughed while gutting one of their own whimpering dogs for bait meat. Searing purpose overwhelmed her fear of their thunderous weapons and metal machines and for one bright night of Rage she reveled in bloodshed. When the men were dead, she kept fighting; only now her victims were vile ephemeral parasites spewing poison as they evaporated beneath her claws.

Nose-to-the-Wind found her there, howling her grief and pain at the rising sun. He called her many things — Garou, Theurge, Red Talon, child of Mamu — and giggled at her confused incomprehension. He offered her a new pack who would welcome her as a sister. Curious, and lonely, Never-Ate-Dogs accepted.

She was her pack’s seer for years, cleverly leading through the Dreamtime to track human prey by the telltale Banes that invariably accompanied them. Though the Dreamtime was often deadly dangerous, filled with hostile spirits, Never-Ate-Dogs felt truly alive leading her pack through it. She even exulted in killing the humans who dared enter their territory, though she felt uneasy when Nose-to-the-Wind advocated for taking the hunt to the human Weaver-nests called towns.

Then Nose-to-the-Wind led the pack south to meet their mutual ancestor, Mamu. As the Dreamtime spirits became sickly and misshapen, the pack mocked her misgivings and Never-Ate-Dogs began to question why they wouldn’t listen to their seer. Frustrated, she interrogated one of the burning Dreamtime shades and learned the horrid truth: the powerful Bane Murriyanyadhaa needed Mamu to kill his entire Garou bloodline. As their blood soaked into the desert, Murriyanyadhaa would be freed from its timeless prison, and mighty Mamu’s mind would break when he realized his folly.

Her pack refused to believe their Theurge’s dire warnings, calling her as sick as the spirits she consorted with. Horrified and betrayed, Never-Ate-Dogs fled into the desert. Her pack pursued her for days, pleading, cajoling, or screaming for her return, and threatening dire tortures for her — and them — if she didn’t. In



the Dreaming, Murriyanyadhaa's broken children hunted her. She was almost relieved because these spirits were honest about their intentions.

Nevertheless, Murriyanyadhaa's children were dangerous. Their twisted, blackened forms burned her when they approached, and without her pack she felt so alone. Exhausted and despairing, she cried to Luna for help. At first, she heard nothing. Then as she hid unmoving in her Umbral hole, she noticed a spirit unfazed and unharmed by Murriyanyadhaa's children — a cockroach spirit. She felt overwhelming relief when, after a little coaxing, it agreed to help her.

The spirit led her far from the desert, far from her hunters, deep into the Dreamtime, to an avatar of Luna herself. The Incarna showed Never-Ate-Dogs wonders and terrors — Never-Ate-Dogs saw the Wyrm's spawn emerging from ancient prisons, deceiving the Garou, stealing the air, and poisoning multitudes. The Incarna told her to unite her discordant shapeshifting children for Gaia's life depended on it.

Never-Ate-Dogs hesitated. Despite her awe, she knew Murriyanyadhaa's children would never cease hunting her. How could she unite the Garou while hunted? Why would they listen to someone who spent their life speaking only to spirits?

No. Never-Ate-Dogs stood proudly before the Incarna and demanded her right to choose her own life. She rejected her past, her tribe, and her auspice — they had brought her only pain and bloodshed. She was no longer that Garou.

The Changing Goddess solemnly nodded at the defiant Garou. She warned Never-Ate-Dogs of the cost of such decisions. Griffin's enmity would be merciless; even Luna's own Waning Moon children would forever deny her aid for this perceived insult.

Never-Ate-Dogs paused in surprise at this, then accepted. She wanted to please the Changing Goddess, and what better way than to change herself? To be Luna's voice, she chose to become a Galliard. To survive Murriyanyadhaa's attentions, she chose Cockroach as her new Totem. To escape her former pack's retribution,

she chose to hide among the Weaver-nests humans called cities.

She emerged from her Umbral quest a different person in an unfamiliar world of humans, metal, and pollution.

She wandered lost for weeks before stumbling across another Garou. Though she was initially nervous, Amber-Dreaming soothed her fears and gently mentored the anxious lupus. Never-Ate-Dogs was a quick study, learning many things about the world she'd never even imagined. After many months, Amber-Dreaming left her with a Sydney pack of Bone Gnawers and Glass Walkers and a new name with which to hide her identity from her former tribe.

As Naomi-Eight-Devils, humanity confuses her immensely. Yet she has a trustworthy pack to guide her through Weaver-life and help her against Murriyanyadhaa's servants who seem to sense her location yet are unable to recognize her as their target. She's learned to ignore their Umbral presence to some extent, telling others only that she's cursed and using them to demonstrate the necessity of uniting against the Dreamtime's waking demons.

Plots and Ambitions

- **Desert Slumber:** To prevent Mamu from releasing Murriyanyadhaa, Naomi-Eight-Devils needs allies able to end his efforts without bloodshed. To rebind the Wyrm-spirit into slumber, she seeks allies to help recover the Bunyip's old Rites from the Dreamtime or create new ones. She fears only a united Garou Nation could accomplish such feats and worries her own ex-Red Talon status would prevent unity if it became known.

Territory

- **Hunter Valley Protectorate:** Though she misses the desert scrub, Naomi-Eight-Devils rarely leaves Sydney. The protectorate's Garou enjoy her fierce loyalty and avid interest in everything, and many among them find the non-judgmental Galliard easy to confide in.

- **Emu Fields:** In the 1950s, Operation Totem annihilated a powerful Bunyip caern with a series of nuclear blasts in the heart of the Kata Tjuta Protectorate, weakening the rituals binding Murriyanyadhaa beneath the Dreamtime sands. Strangely, the Protectorate's Uktenea have serenely dismissed Naomi-Eight-Devils' warnings as alarmist, much to her frustrated despair.

Kinfolk, Packmates, and Enemies

- **Manda Fake-Knee:** Manda is a dry-talking Bone Gnawer Galliard who mostly keeps Naomi out of trouble around the big smoke. Though Manda habitually calls her 'Numpty' because the lupus is terrible at city-living, she keeps Naomi's stuff running and laughs when the lupus unconsciously mimics her own speech patterns.

- **Murriyanyadhaa:** This fearsome Bane is waking after timeless eons of tormented slumber, and as its influence erratically expands, it twists the Dreamtime into knots of timelessness. Cautiously probing for signs of its Bunyip captors, Murriyanyadhaa's discovered only hatred, fury, and discord accumulating across the continent. Years ago, the Bane easily enthralled Mamu by inflaming his ego, rage, and bigotry until the Red Talon agreed to slaughter his own bloodline. Murriyanyadhaa needs this bloody familial sacrifice to shatter its Dreamtime prison and believes Mamu's mind will break when he realizes his mistake. The Bane believes Mamu may be the first of a new tribe to fall to the Wyrm. Though

seven other powerful devils slumber below Australia's Dreaming, Naomi-Eight-Devils knows Murriyanyadhaa is closest to freedom.

• **Murriyanyadhaa's Children:** These corrupted Gaian spirits of the desert – stone, spinifex, beetles, and more – are dangerously radioactive with warped bodies and surrounded by black mist. Simple-minded yet persistent hunters, they're easily confused. Their charms lead them to their prey, but because they seek a Crescent Moon of Griffin's brood called Never-Ate-Dogs, they haven't realized Naomi-Eight-Devils is the same person. Such change is inconceivable to them, and nor can they easily harm any favored by Cockroach.

• **Summer Blood-Eye:** Blood-Eye is the Hive of Corrupted Flesh's sept leader. She works as private security for Angus Christian, the arrogant CEO of Consolidex-Australasia and one of Murriyanyadhaa's pawns. The voices in his head promise him great rewards if he locates Never-Ate-Dogs for them. To this end he's outfitted Corporal Summer's pack with the best Garou-hunting equipment money can buy and a rock-hard First Team for when the hunt through Sydney's streets begins.

Whispers

• **Secret Trades:** As a remarkably good listener, Naomi is popular among people who need a friendly ear to vent their frustrations or unload their thoughts and worries. She'll sit in rapt attention until the speakers exhaust themselves and she has a juicy stockpile of material for trade or blackmail.

• **Already Fallen:** Naomi-Eight-Devils is a Black Spiral Dancer. She's nervous because her whole life is a lie crafted to gain sympathy from the Gaian Garou, steal their secrets, and savor their eventual betrayal.

• **Bane Shadow:** Naomi has an entourage of radioactive Banes. Individually weak, they gradually accumulate until the Umbra is a swarming black mist of Gafflings. For most Garou they're easily slaughtered pests, showing aggression towards Red Talons and Theurges only. Naomi herself rarely steps sideways, though the Banes seem to ignore her presence when she does.

Image

• Naomi-Eight-Devils has a brindled coat of light and dark stripes in Lupus form, leading many to call her 'Tigger' behind her back. Her golden-brown eyes sparkle with curiosity. In Homid form, she's a slight Indigenous woman with frizzy, dark hair and dark-brown complexion. She typically hides her dazzling smile behind a somber gravitas. Only when she's relaxed, telling a story, and surrounded by packmates and friends does her jovial side reveal itself.

Attributes: Strength 2(4/6/5/3), Dexterity 2(2/3/4/4), Stamina 3(5/6/6/5); Charisma 3, Manipulation(Spirits) 4(2/1/1/1), Appearance 3(2/0/3/3); Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 4, Athletics (Running) 4, Brawl 2, Empathy 2, Expression 2, Intimidation 1, Leadership 2, Primal Urge (Tracking) 4, Subterfuge 1; Animal Ken (Deserts) 4, Crafts 2, Etiquette 1, Performance (SpiritSpeech) 3, Stealth 3, Survival (Desert) 4; Academics 1, Computer 1, Enigmas 2, Occult 3, Rituals 2, Technology 1

Backgrounds: Allies 2, Fate 3, Totem 1

Gifts: (1) BeastSpeech, Control Simple Machines, Heightened Senses, Scent of Running Water, Sense Wyrm, Spirit Speech; (2) Axis

Mundi, Command the Gathering, Name the Spirit, Shadows of the Impergium, Sight from Beyond; (3) Sense the Unnatural

Rank: 2

Rage: 4

Gnosis: 5

Willpower: 5

Glory: 4

Honor: 3

Wisdom: 3

Rites: (1) Baptism of Fire, Moot Rite, Rite of the Questing Stone; (2) Rite of Renunciation, Rite of Spirit Awakening

Fetishes: None

Amber-Dreaming

Howl: Feral Anthropologist

Quote: "Ah, before I go on, just pass me another beer, will you, love?"

Breed: Homid

Auspice: Galliard

Tribe: Children of Gaia

Endless Dreams

Few Australian Garou are as divisive as Amber-Dreaming. Her discoveries and arguments still shame powerful figures who refuse to hear or acknowledge them. Amber's fearlessness and willingness to defend her evidence angers many Garou who are used to silencing critics through intimidation. Yet many love Amber dearly, and her arrival in a sept is always an excuse for joyous revels as she shares her yarns and wisdom to new and old alike.

As an active, outgoing teenager, Amber regularly went camping with her friends. On the last of these trips, the gibbous moon rising above the mountains triggered a primal rage within her heart. Blood and howls filled the night as she tore her friends



apart and ran into the bush. Whole families of campers fell beneath her frenzied fangs before the Jindabyne Sept found her naked, sobbing, and amnesiac in the morning light.

The sept coached her through the horror as her memories returned. The horned Child of Gaia Theurge Cernous welcomed her into his pack, wryly accepting her choice to join his tribe. Though he remained the pack's nominal leader, Amber regularly swayed his decisions, and soon Grek, Darius, and Jumps-the-Fence recognized her as their de facto leader.

With the sept's support she completed high school, studied anthropology at university, and fell in love with Jumps-the-Fence. After graduation, she convinced her pack they should seek the truth about the Indigenous shapeshifters. Their journey began in a beat-up campervan packed with surfboards, beer, and marijuana and filled with hopes and dreams.

Amber-Dreaming's Bunyip discoveries are well known, though some Garou dispute her conclusions. After a decade fighting claw and fang for the truth, her pack had all but dissolved. Amber's battle scars are silent testament to her tenacity in the face of the monstrous Red Talon Mamu and hard-headed Black Fury Wungala Rose. With her pack scattered by begrudging but mutual agreement, Amber took the opportunity to travel the world to continue her historical research. Among the Fera, spirits, and stranger beings she found like-minded scholars, lore keepers, and historians willing to share their knowledge. Her open, friendly, and humble attitude, combined with undeniable courage, made her allies from Japan to Mali.

Upon returning to Australia, Amber-Dreaming removed herself from politics. She preferred her semi-nomadic lifestyle, educating and entertaining anyone willing to listen. On one journey past Uluru, her totem Ngalyod led her along a hidden Songline to a secret caern dedicated to Altjira. That mighty Incarna initiated Amber-Dreaming into the Everywhen – Gaia's eternal now where past, present, and future are one. Among the Everywhen's wonders and horrors, Amber-Dreaming discovered some surviving Bunyip were lost within shattered Songlines. The revelation gave her hope she hadn't felt for twenty years.

Amber's most pressing goal now is finding the lost Bunyip, and since the broken Songlines could emerge anywhere at any time, she needs help. She's already received the Jindabyne Sept's support to request help from every protectorate and has sent out friends and allies to recruit volunteers. She believes if the Bunyip can be returned, then other miracles are possible – perhaps the lost Breeds she's met in the Everywhen could be revived too, in time for the end days. She's heard whispers of Camazotz trapped in abandoned Top End sylies, and rumors of Apis bloodlines lingering among Kinfolk. Amber believes the Apocalypse could be won with these unexpected reinforcements. In her quiet moments, though, she worries it's too late, too little, and too much has already been lost. But why would Altjira let her enter the Everywhen if not to use it?

Plots and Ambitions

- Lost Hope:** Amber-Dreaming is certain the Bunyip lost within the timeless Dreaming can be found and convinced to rejoin the world in time to fight the Apocalypse. She needs packs across Australia ready to respond to thylacine sightings at a moment's

notice and capable of diplomatic finesse to initiate discussions with a people still fleeing Garou hunting packs.

- Feral Peace:** Amber recognizes the Garou can't do everything Gaia requires to survive the Apocalypse. The Garou must accept that, put aside their pride, and reconcile with the Fera to stand together before the end. She hopes that the generations of cubs she's taught and fostered will understand their shared history with the Changing Breeds and atone for past misdeeds to overcome millennia of rage, distrust, fear, and slaughter.

Territory

- Friends Everywhere:** Some joke that Amber-Dreaming travels so much she should have joined the Silent Striders. Wherever she goes she finds – or makes – friends who'll let her stay for a while – whether human, Garou, Fera, spirits, or stranger beings. She follows the Rainbow Serpent's Songlines in her beat-up four-wheel drive for practicality reasons. Guests, technology, books, and journals too useful or niche to give away all require shelter.

Kinfolk, Packmates, and Enemies

- Jindabyne Sept:** Three of Amber-Dreaming's packmates, Cernous, Darius, and Grek, sit on the Jindabyne Council – Australia's nominally ruling body of Garou. Additionally, Amber mentored and fostered councilors Inanna and Monash. She has enormous sway when they all agree with her.

- Jindabyne Council:** Amber infuriates powerful people who dislike having their comfortable beliefs and privileges challenged. They claim she's insufferable, mistake her kindness for weakness, or simply dismiss her gentle words as naive nonsense. Some, like the Uktene councilor, Tjinderi Knowing-Smile, are simply jealous of Amber's achievements and oppose her out of spite.

- Mamu:** The Council's former Red Talon representative hates Amber-Dreaming and anyone else who dares suggest the thylacine-Fera were Garou. He's convinced Red Talon packs throughout Australia to hate her as well, though most simply ignore her rather than fight – unless Mamu is nearby.

- Wungala Rose:** Wungala considers Amber-Dreaming a vacuous white new-age cultural appropriator who should stop pretending she's anything more than another colonial with no understanding of Indigenous culture. The Black Furies of Kangaroo Island have banned Amber from their territory.

- Fera:** Amber has befriended many Fera around the world. Most Garou already know of the Gumagan Ced; however, few realize her alliances with Rokea, Ratkin, and even an Australian Ceilican, among others. These diverse friends provide her with surprisingly versatile assistance when called upon.

Whispers

- Pawn:** Amber is a kind-hearted, easily led dreamer. The Mokolé, or perhaps Ananasi, are filling her head with fanciful, imaginative, and frankly impossible stories to sow discord among the Garou. The Fera would love to see Australia's Garou, or the entire Nation, crumble.

- Puppeteer:** King Darius only supports this Bunyip business because he harbors feelings for Amber-Dreaming. Other Silver Fangs observe them carefully for evidence of Amber's undue influence and seek ways to remove her – or him.

SOMEONE ELSE'S FEET (RANK TWO, GNOSIS 7)

Though this fetish is often shoes, toe rings, or anklets, Amber-Dreaming has hers tattooed around her ankles. Successful activation replaces the wearer's footprints with those of a chosen animal for a scene. Moreover, the wearer may add the rolled successes to any movement dice pools the chosen animal's feet would help with – climbing for goats, jumping for kangaroos, even swimming for fish (a fish's tracks on land look like furious flopping).

- **Obsession:** Amber's entire pack became obsessed with the Bunyip during their quest. Whether some innate Dreamtime effect or lingering Bunyip curse provoked this passion, each packmate developed a burning drive to restore the lost tribe, though their individual methods and objectives vary.

Image

Amber-Dreaming is a short Australian Aboriginal woman in her early 60s and feeling her battle-scars compound the travails of a driven, active life. Her warm, friendly expression, pink pixie haircut, and brightly rimmed glasses distract from her missing left eye and heavily scarred cheek. Her brightly colored clothes are functional, if dusty, and she's never far from her hip-slung satchel and a walking stick to ease her right leg's limp. For all this color she has a knack – and Gifts – for blending in and making her audience comfortable. In Lupus form she's a dark tan dingo with a pointy muzzle and large triangular ears. Her belly and paws are white and coated with red dust.

Attributes: Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina (Assisting Others) 4 (6/7/7/6); Charisma (Making Friends) 4, Manipulation (Sharing Lore) 4 (2/1/1/1), Appearance 2 (1/0/2/2); Perception 3, Intelligence (History) 5, Wits (Secrets) 4

Abilities: Alertness 3, Athletics 3, Brawl 3, Empathy (Calming) 5, Expression (Oral) 4, Intimidation 2, Leadership 2, Primal Urge 2, Streetwise 1, Subterfuge (Confidence) 4; Animal Ken 3, Crafts (Face Painting) 4, Drive 1, Etiquette (Sharing) 5, Larceny 1, Melee 1, Performance (Storytelling) 5, Stealth 3, Survival 3; Academics (Anthropology) 5, Enigmas (Ancient Mysteries) 4, Investigation (Historical Evidence) 4, Law 2, Medicine 1, Occult (Garou Lore) 5, Rituals 3, Science (Archaeology) 4, Technology 1

Backgrounds: Allies 5, Contacts 5, Fetish 3, Resources 3, Rites 4, Totem 5 (Ngalyod the Rainbow Serpent)

Gifts: (1) Apcraft's Blessing, Beast Speech, Brother's Scent, Jam Weapon, Mercy, Perfect Recall, Persuasion; (2) Calm, Global Citizen, Grandmother's Touch, Para Bellum, Unicorn's Arsenal; (3) Social Butterfly, Song of Heroes, Speech of All Things, Spirit Friend; (4) Bridge Walker, Bury the Wolf, Spirit Ward, Strike the Air; (5) Assimilation, Fabric of the Mind.

Rank: 5

Rage: 5

Gnosis: 10

Willpower: 10

Glory: 9

Honor: 7

Wisdom: 10

Rites: (1) Gathering for the Departed, Rite of Cleansing, Rite of Contrition, Rite of Heritage, Rite of the Questing Stone, Rite of Talisman Dedication; (2) Rite of Spirit Awakening, Rite of Summoning; (3) Rite of the Glorious Past; (4) Rite of the Opened Bridge; (Minor) Breath of Gaia, Prayer for the Prey

Fetishes: Magpie's Swag, Someone Else's Feet

The Seers

Theurges see beyond the visible, peering into the spirit world and the shadows where secrets hide. The Theurges seek out secrets that lay hidden from the Garou Nation, to look beyond the lyrics of the songs and look for meaning in the music. They listen to the spaces between the notes and move into shrouded places in the Umbra to discover advantages the other auspices can use in the battles of the Apocalypse.

Mari Cabrah

Howl: The Urban Amazonian

Quote: "You will not touch me or mine."

Breed: Homid

Auspice: Theurge

Tribe: Black Furies

Neon-Drenched New York

An urban Amazon, Mari stalks the neon-drenched maze of New York, hunting Bane and corrupt human alike. Abused as a teenager, she swore to protect other girls from the pain she suffered. She runs a self-defense dojo, teaching martial arts to any women who want to learn. Though she prefers to live alone, she has taken more than a few young runaways under her wing, teaching them to stand on their own before sending them back into the world.

Mari has a soft spot for kids and a special hatred for urban predators. Among the Garou, she is known for her sharp tongue, fighting prowess, and keen familiarity with the Weaver's jungle. For a while, she ran an inter-tribal pack called the Guardian Rage. The pack eventually fell apart, leaving Mari further embittered and returning to her solo operations. It was during this time that she met and challenged Jonas Albrecht, then a lone wolf like herself. Mari lost.

Mari and Jonas were initially enemies and fought viciously over several engagements. However, very much against their will, they formed a temporary alliance to protect a young lost cub called Evan Heals-the-Past from Black Spiral Dancers who, according to the omens, was of great significance. The events surrounding Evan's First Change and his wisdom as an arbitrator led Mari and Albrecht to form a pack with him, though the three never chose an official name.

Being surprisingly young for her lofty rank, Mari Cabrah is one of the most dynamic up-and-comers in the Black Furies. In her thirty years, she has traveled across four continents, torn apart Black Spiral Dancers, communed with the avatar of her totem, quested through almost every Umbral realm, and helped in the retrieval of one of the greatest Silver Fang artifacts known to the Garou Nation – the fabled Silver Crown that elevated Albrecht to the throne of House Wyrmfoe.

Mari took great pleasure in their war on the Seventh Generation, and perhaps killed more of the Defiler-cultists than any other Garou that followed their crusade. These days, she continues to assist her packmates when the need arises but refrains from being “joined at the hip” with them. She has something of a rivalry with Kula Wiseblood, who is her equal in rank and prowess, as Kula accuses her of being “too soft” thanks to the moderating influence of Evan Heals-the-Past. Mari suspects this rivalry has its roots in tribe politics rather than vigilante philosophy and so far, she doesn’t give it much attention.

Even though her deeds have easily earned her the prestige to lead a sept of her own, she prefers to remain out of the leadership role. Mari still defers to Alani Astarte, leader of the New York Furies, in tribal matters. Most of her time not spent with her pack is devoted to her human charges and her territory back in New York City.

Plots and Ambitions

- **Mother Hen:** Mari usually prefers living alone but will occasionally take lost and/or abused girls under her wing until

they’re strong enough to make it on their own. This has led to some of her tribemates, especially Kula Wiseblood, calling her soft and not worthy of becoming the next leader of the tribe.

- **Woman-At-Arms:** Mari runs a dojo in New York City where she teaches women martial arts. She mostly does it for free, only charging enough to pay rent and buy groceries. It is one of Mari’s greatest prides, being able to take women off the street and teach them the skills they need to keep themselves safe.

Territory

- **New York, New York:** The main caern in New York City is at Central Park, known as the Sept of the Green. Bone Gnawers and Glass Walkers make up a large portion of the local septs, with some Get of Fenris ties to local neo-Nazi gangs living in neighborhoods around New York City. The Wyrm has always been strong here, thanks to the cult called The Seventh Generation. This cult was eradicated by Jonas Albrecht, but the problems are far from over. Within the city, the Police Department acts as Mari’s contacts, keeping her abreast of any girls who have been abused and abandoned. Mari also runs her dojo out of New York City, which is where she generates most of her income.

Kinfolk, Packmates, and Enemies

- **Jonas Albrecht:** Jonas is now king of the Silver Fangs, the Garou Nation, and bearer of the Silver Crown. Mari helped the prince-in-exile find in himself an understanding of the value of different views and the strength of character and leadership that culminated in Falcon granting Jonas the Silver Crown. Before they became friends and packmates, the two fought many times, always ending in Mari’s narrow defeat. The battles left her physically scarred, and while she truly has the bonds of loyalty and trust of a true pack, she has never forgotten their beginnings. (See p. XX for more information on Jonas.)

- **Evan Heals-the-Past:** Evan knew nothing about the Garou until his parents were slaughtered by Black Spiral Dancers. Jonas and Mari saved him from the same fate, giving him the time to learn about himself and his bloodline. The Philodox is an unlikely hero, being accepted into the Younger Brother tribe despite his mixed lineage, and not without significant opposition by several members of the tribe. Nonetheless, he gained the blessing (and attention) of Great Wendigo himself. Surrounded by a strong pack and engaging with Garou of every breed, auspice, and tribe in his role as adviser and confidant to King Albrecht, Evan has quickly grown strong in diplomacy and wisdom. With his spirit patron’s blessing and the Gifts of his distant ancestors, he has gained mastery over winds and storms. Mari worries that Evan is strangely silent on the controversy he engenders in his own tribe (p. XX). She can see the storm of confrontation swirling around her packmate and wonders how Evan plans on dealing with it.

- **Kula Wiseblood:** Kula, an Ahroun Black Fury, is one of the most successful Wyrm-fighters on the East Coast and is a legend among all other tribes. Her ability to sense even the faintest manifestations of the Wyrm has made her effective at sniffing out and killing vampires, Garou who are influenced by or have gone over to the Wyrm, and homids who are unwittingly bringing the Wyrm into the world. She feels she is next in line to succeed Alani as the governess of the remnants of the Black Fury tribe, even though Alani doesn’t favor her.



Whispers

• **Stepping Up:** Rumor has it that Mari is finally stepping into a leadership role of her own, ready to create a sept of her own. No one knows where this rumor originated, and if it's reached Mari's ears, she's done little to shut it down. Many already know that Mari's deeds have earned her the prestige needed to start her own sept, but they do have to stop and wonder — why now?

• **The Black Crown:** Like the Silver Crown that Albrecht carries, there is said to be a Black Crown which would place Mari at the head of the Black Furies. She is said to be scouting a team to help her secure it, and many consider themselves lucky if Mari even spares a word or a glance in their direction. There are those who wonder, though, why no one has ever heard of or gone after the Black Crown before. Some say Mari is foolish, leading those younger and not as wise to their deaths.

• **Rematch:** Even though they're now in the same pack, Mari has never forgotten about the times she challenged and lost to Albrecht. It's said that she's planning to challenge him again and spends every waking hour trying to better herself in preparation for the rematch. Others who know their history assume that she's going to lose once again, but there are others who quietly wish for Mari to finally take the victory, if only to show the strength necessary to one day lead the tribe when Alani passes it on to her successor.

Image

• Mari is of mixed Hispanic and Italian descent, with dark hair and eyes. Although she's attractive, it's not at all in a soft or conventionally pretty way. Her body is corded with muscle without a trace of fat, her scars are evident whenever she wears short sleeves, and her face almost never softens into a smile. She often wears clothes that she can fight in, such as tank tops and military fatigue pants. Mari's Crinos and Hispo forms are black with large white markings on her face and midsection, and she becomes mostly black in Lupus form.

Attributes: Strength 3(5/7/6/4), Dexterity 4(4/5/6/6), Stamina 5 (7/8/8/7); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 4, Athletics 3, Brawl 5, Dodge 4, Empathy 1, Intimidation 3, Primal Urge 3, Streetwise 3, Subterfuge 1; Animal Ken 2, Crafts 2, Drive 3, Etiquette 1, Firearms 3, Melee 3, Stealth 4, Survival 3; Computer 1, Enigmas 4, Investigation 2, Law 2, Linguistics 2, Medicine (First Aid) 3, Occult (Umbra) 4, Rituals 5, Science 1

Backgrounds: Contacts 4, Pure Breed 2, Resources 2

Gifts: (1) Heightened Senses, Mother's Touch, Persuasion, Razor Claws, Sense Wyrm, Smell of Man, Spirit Speech, Watchful Eyes; (2) Command Spirit, Curse of Aeolus, Jam Technology, Kali's Tongue, Name the Spirit, Sense of the Prey, Sight from Beyond, Spirit of the Fray, Staredown; (3) Coup de Grace, Exorcism, Pulse of the Invisible, Visceral Agony; (4) Body Wrack, Grasp the Beyond, Spirit Ward, Wasp Talons; (5) Feral Lobotomy, Wyld Warp

Rank: 5

Rage: 7

Gnosis: 8

Willpower: 9

Glory: 5

Honor: 9

Wisdom: 10

Rites: As an elder Theurge, if Mari doesn't already know a given rite, she knows how to find someone who can perform it or teach it to her.

Fetishes: None

Inoue "Sword-of-the-Storm" Nari

Howl: Seeking those worthy to wield my blades

Quote: "A good sword is an extension of the body. A great sword is an extension of the soul. A perfect sword is a pairing of two souls."

Breed: Homid

Auspice: Theurge

Tribe: Shadow Lords (Hakken)

Kyoto Thunder

Inoue Nari was one of the twin prodigies of the Inoue Clan, an ancient and well-respected family of Garou and kin from Kyoto. Alongside her fraternal twin, Akihiko, Nari was raised knowing the heritage of her family and many of the secrets of the world, including the threat posed by the Wyrm. From childhood, they were prepared to contribute to the war for the Emerald Mother — even if they never changed, they would be valued members of the Emerald Palace, their Dragon Nest in the mountains west of Kyoto.

Before adulthood, the twins were training at the Inoue manor when it was attacked by Black Spiral Dancers. Later revealed to be a distraction for a larger assault, this attack nonetheless cost the Inoue Clan many lives, including Inoue Akihiko. Seeing her twin crushed between the jaws of a slavering werewolf caused a bolt of rage to strike Nari's heart, and she underwent her First Change, avenging his death but not before suffering great injuries.

In the decades to follow, Nari grew to be wise and strong, her abilities as a shaman and spiritual guru exceeded only by her skill with the forge. Always a talented smith, Nari crafted swords for the members of the Emerald Palace and taught the younger members the ways of the Umbra and the forge.

Shortly after her ascent to Master of the Rite, Nari forged a blade named after her lost brother, Akihiko, meaning shining prince. When the blade was complete, Nari ascended Mount Atago and awaited a storm. There, she threatened the sky itself until Grandfather Thunder, both impressed and angered, sent a greater Jagglng of Lightning to test Nari. She would either survive the trial or she would die. Nari survived. She caught the lightning within Akihiko, and though she forever bears the scars of its anger, she had a sword to carry both her brother's memory as well as the fury of the storm.

Nari's quest of the seven swords began when her pack learned the location of a Nexus Crawler. Far too powerful for them to defeat as they were, Nari ritually prepared seven blades over seven weeks, upon which her pack hunted and faced the horror, slicing into its ephemeral flesh and binding the spirit's essence across



the seven swords. Sensing the taint of the Wyrm lingering on the swords, and with her pack's blessing, Nari took them into the Deep Umbra to ritually purify them.

When Nari returned, she learned that her pack had been ambushed and slaughtered by Wyrm minions kept in thrall by the Nexus Crawler and released to warn the Garou after its destruction. Driven by rage and shame, she swore she would avenge them and arm seven worthy heroes with the blades they helped empower. As the End Times and the final battles approach, she carries the swords across the worlds searching for these heroes. Her travels and actions draw heavy criticism from many Hakken who insist their greatest warriors should wield the swords. However, as a wise Theurge, Nari knows that her swords aren't just destined for the hands of Ahrouns or a single tribe, and she tests each Garou she meets — through both subtle and direct challenges — regardless of tribe, rank, or auspice.

Plots and Ambitions

- **Measured Vengeance:** Inoue Nari wants nothing more than justice for her fallen pack. However, she is not a headstrong Ahroun or a boastful Galliard. As a Theurge, she seeks out and learns the names, natures, and weaknesses of the spirits who murdered her friends. When she has the opportunity, she hunts and eliminates each one. It's slower than simply destroying every Wyrm creature she can find, but Nari is certain that contained, surgical violence doesn't resonate with the Wyrm and doesn't fuel its power as frenzied slaughter does.

- **Arming Heroes:** There is more than a simple quest for revenge causing the Sword of the Storm to travel the globe; Nari seeks to deliver the seven blades which chain the essence of the Nexus Crawler her pack had bested. She believes that by aiding heroes in great deeds the evil in the blades can be cleansed.

Territory

- **Nomad:** Nari has abandoned her title and position at the Emerald Palace and taken to the life of a wandering swordswoman.

She travels by road and by moon bridge from Dragon Nest to sept, from continent to continent.

Kinfolk, Packmates, and Enemies

- **The Inoue Clan:** Though her family considers Inoue Nari's forsaking her duties and home a dishonorable act, she is still kin. Her relationships are strained, but she can call upon a few dozen Kinfolk and Garou when necessary, and the family has ancient ties to the city of Kyoto and has long been in good standing with the Emerald Palace.

- **Nexus Crawler:** The Nexus Crawler destroyed by Nari's pack wasn't alone in the ways of mortal creatures. The creature was somehow bound to another of its kind in something resembling a pack bond. The reasonings of Nexus Crawlers are beyond Garou understanding, but occasionally this remaining Bane feels compelled to seek the remnants of its lost partner. This Nexus Crawler has a general sense drawing it in the direction of the closest sword, though it has no way of knowing the distance. The creature can't just recognize a sword and its wielder, except if the wielder uses the blade's Baneskin ability (see below), which has the opposite effect to this Nexus Crawler, instead shining the Garou like a beacon.

Whispers

- **Harano:** Those whom she served beside at the Emerald Palace believe that Nari must have become afflicted by Harano, for nothing else could explain her poor decisions. Feeling she has succumbed to the gloom replaces some of her kin's anger with a sense of pity for the once great Theurge.

- **Corrupted by the Beast-of-War:** Those who have witnessed the grief and Rage behind Inoue Nari's quest believe her bizarre behavior shows she must have fallen to the Wyrm. Those who espouse this theory claim that she is using strength granted by the destroyer Wyrm to gain her vengeance, after which she will fully embrace the Wyrm.

- **Ghostbinder:** Though it is widely accepted that the sword named for her brother Akihiko is bound with a greater servant of Grandfather Thunder, rivals and opponents over the years have often claimed that Nari has the soul of her dead brother bound to a secret fetish she keeps concealed and that she takes counsel from him to this day.

Image

- In Homid form, Inoue Nari is an athletic-looking woman with straight, black hair, just beginning to show signs of aging. Her features are stern, and she pays careful attention to appearing presentable but has no care for others' expectations of beauty. She bears scars from dozens of battles, the most prominent a permanent Lichtenberg scar on her chest and back from Grandfather Thunder's test. In Lupus form, Nari's fur is the black of a moonless night, disturbed by the same lightning-imbued scars that appear to glow faintly when the viewer catches them at the corner of their eye.

Attributes: Strength 3(5/7/6/4), Dexterity 3(3/4/5/5), Stamina 4(Tireless)(6/7/7/6); Charisma 2, Manipulation 4(Unswerving Logic)(2/1/1/1), Appearance 2(1/0/2/2); Perception 3, Intelligence 4 (Lightning Calculator), Wits 4 (Cool Headed)

AKIHICO, BLADE OF THUNDER (LEVEL FIVE, GNOSIS 7)

Akihiko is a large *odachi* great sword (Difficulty 7, Strength + 6 damage), nearly seven feet in length, crafted with care and precision. Within the blade lives a mighty servant of Grandfather Thunder that deals aggravated damage with each strike. Additionally, as the sword is powered by lightning, successfully parrying it with any conductive metal (most weapons) delivers three dice of aggravated damage to the defender.

THE SEVEN SWORDS (LEVEL THREE, GNOSIS 8)

Each of the Seven Swords is a katana that adjusts to be the perfect size and balance for its attuned wielder in any suitable form. Each has the traits of a sword, but the purified fragment of the Nexus Crawler bound within functions as a Baneskin fetish, as well as inflicting aggravated damage to Wyrm creatures.

Abilities: Alertness 1, Athletics 1, Brawl 2, Leadership 3, Primal Urge 2; Crafts 5 (Swordsmith), Etiquette 3, Melee 4 (Sword), Survival 1; Academics 1, Computer 1, Enigmas 3, Investigation 2, Occult 5 (Umbral Lore), Rituals 5 (Caern), Science 4 (Metallurgy)

Backgrounds: Ancestors 2, Fate 4, Fetish 5, Kinfolk 3, Pure Breed 2, Resources 2, Rites 5

Gifts: (1) Apecraft's Blessing, City Running, Mother's Touch, Seizing the Edge, Sense Wyrm, Spirit Snare, Spirit Speech; (2) Command Spirit, Name Spirit, Song of the Mother Earth, Speech of the World, Storm Winds Slash; (3) Cowing the Bullet, Exorcism, Pulse of the Invisible, Web Walker; (4) Open Wounds, Spirit Ward; (5) Assimilation, Divine Wind, Malleable Spirit

Rank: 5

Rage: 4

Gnosis: 5

Willpower: 6

Glory: 6

Honor: 9

Wisdom: 10

Rites: As a dutiful elder Theurge, Nari knows any rites needed that aren't restricted by tribe.

Fetishes: Akihiko, Blade of Thunder, The Seven Swords

Charlotte "Keeper-of-the-Key" Lee

Howl: Protector of the Moon's Paths

Quote: "I was entrusted with this task – I will not fail in it."

Breed: Homid

Auspice: Theurge

Tribe: Silver Fangs

To the Moon and Back

Charlotte grew up in a world where the existence of Garou

was simple fact. Her father, Dances-on-Silver, was an explorer who traveled to the Umbral reflection of the moon where he made his way to the pool of wisdom in the center of the maze-like gardens. The legends of his journey say he came away with a pathstone so powerful that, on his return to Earth, Dances-on-Silver locked it away in a jewelry box that he warded against destruction or intrusion with powerful rites. He bound the key to this box to himself with equally powerful enchantments and always kept it with him.

For her part, although Charlotte was the eldest sibling, she was the most prone to disobedience and rebellion. As a teenager, she ran away from home, trying to outrun the curse that would eventually take control of her life. She made her way to Vancouver, where no one knew her or her father. For a time, she lived a normal enough life, trying to carve out a place for herself among the humans there. She worked hard, paid rent for a single room in a house owned by a kind woman, and fed herself with what money she had left over.

When her First Change came, this woman and her other tenants took the brunt of Charlotte's uncontrolled Rage. Charlotte came to her senses three blocks away, having left a train of bloodshed and death in her wake. By the time she made it back to the house, police were everywhere within it. Covered in blood but unwounded, she was treated for shock by paramedics and taken for questioning by police. However, the victims' wounds came from some great animal and not a teenaged girl. The police recorded Charlotte as a lucky survivor of whatever murdered everyone nearby and released her, though one officer suggested she head back to her family until she learned control as she left. Charlotte ran back to her home in Montreal, hoping that her father and her tribe would still accept her after what she'd done.

Dances-on-Silver taught Charlotte how to control and direct her Rage, taking her to the Umbra so that she could see for herself what corrupted spirits looked like. For years, she studied under him so that she could learn which spirits could be bargained with and which spirits had to be put down. At first, she felt strongly about having to kill the spirits that wouldn't work with the tribe – to her, they were living things just like people, and having to kill them weighed heavy on her heart.

This changed one night when Dances-on-Silver left Charlotte



to end a corrupted spirit on her own while he attended to others elsewhere. Charlotte didn't kill the spirit like she ought to have, and that night, that spirit came back for vengeance. It murdered its way through dozens of Kinfolk and younger Garou before Charlotte's father could wrangle it back into the Umbra. He insisted Charlotte kill it herself while he spoke the names of those who the spirit had killed. This shameful lesson struck home, and Charlotte never again questioned the importance of keeping the spirits in check, and only Dances-on-Silver's assurances stopped the tribe from punishing her further.

When Dances-on-Silver passed, he left Charlotte the key to his rite-warded jewelry box. Charlotte was surprised that her father chose her, but as per her father's last wishes, she fiercely guards this key from those who know of the pathstone and feel entitled to claim it for themselves.

Now, Charlotte tries to follow in her father's footsteps and build on his legacy. As a Theurge, she speaks with the spirits and passes their messages on to her pack and tribe, holding council with both sides of the Umbra to keep as much peace as possible. Her experiences made her implacable in the face of incalcitrant or hostile spirits, and she ensures each one keeps to its word and its place. When peace isn't an option, Charlotte unleashes her Rage and loses herself in the chaos of battle.

Charlotte travels moon bridges between caerns, and Moon Paths deeper into the Umbra, negotiating with spirits and working to keep Garou movement and supply lines free and clear. She has to fight battles against spirits who refuse to bargain and prefer to risk death with depressingly increasing regularity. As with her father before her, Charlotte mostly performs this work alone, but she's finding the aggression and persistence of the spirit world is more than one Garou can handle. As such, she watches for those with similar diligence towards spirits that she can trust to ask them to join her pack – or give temporary assistance – against the stirring that she's sure are a sign of the Apocalypse. From her father's final words, Charlotte knows the spiritual onslaught and uncertainty

of the Moon Paths is the reason why Sokhta gifted the Garou with the pathstone and heralds the final arrival of the Apocalypse.

Plots and Ambitions

- **Rising to the Challenge:** Dances-in-Silver's death removed a level of protection from Charlotte's past mistakes and exposed her to criticism and challenges. Few Silver Fangs believe Charlotte is suitable for, or deserves, the responsibility of safeguarding her father's key. Though none know the truth of the pathstone's power, the tribe's elders believe they should hold it. Charlotte disagrees and has refused all instructions to pass the key to others.

- **Safeguard the Paths:** The Moon's pathways are meant to be guarded by Lunes, and journeys always have an element of uncertainty. They've been increasingly untended in recent months, leaving other spirits free to harass travelers, demanding payment for passage or outright refusing to let Garou pass. Charlotte's hunts for these tollkeepers, seeing it as her duty to negotiate an acceptable price and bind the spirits to help rather than hinder, or to destroy those who refuse.

Territory

- **Moon Paths:** Charlotte rarely stays long in any part of the physical world. Instead, she travels between caerns, checking and tending their moon bridges and ensuring the septs remain connected and Garou communications remain open. She has a knack for finding moonlit airts with trouble on their passageways and sometimes arrives in time to help packs in trouble.

Kinfolk, Packmates, and Enemies

- **Melissa Lee:** Melissa is Charlotte's sister by blood and by pack. As a Philodox and one of Dances-on-Silver's heirs, she has respect among her sept's elders and the Silver Fangs. She's been able to protect Charlotte from most tribal pushes for her to surrender the key. She doesn't know the full truth behind it but trusts her father's judgment and has faith that Charlotte is doing the right thing, and that the tribe will continue to listen to reason.

- **Sokhta:** Charlotte isn't aware that the Incarna watched over Dances-on-Silver and now turns her gaze onto his daughter. The nature of Charlotte's duties brings her across the path of many Lunes, each of which passes reports back to their mistress. These Lunes rarely intercede, but their frequent presence gives them opportunity should Sokhta desire otherwise.

- **Ryan Mitchell:** The lone survivor of a family of Kinfolk and Garou wiped out by the corrupted spirit Charlotte failed to constrain, Ryan doesn't accept the sept's forgiveness of her negligence, nor the obviously political motivations of her defenders. Raised with awareness of his family legacy, Ryan knows Garou abilities and weaknesses. He's only human, but he knows how to network and has drawn together a likeminded group of survivors of Garou arrogance, all hungry for payback.

Whispers

- **Folly of Youth:** Many Silver Fang elders still believe Charlotte is too inexperienced to hold something so important to the Garou nation. They don't know the truth of the pathstone's power or the extent of its abilities, but they listened to Dances-on-Silver's tales of his journey to Sokhta's realm and believe in its importance. A powerful cabal conspires to remove the key from Charlotte's control, preferably with her consent, but through other means if

THE KEY (LEVEL N/A, GNOSIS 7)

Those who know of the Key believe it opens a heavily warded jewelry box which holds a pathstone taken from Sokhta's realm. Charlotte knows the truth, as handed down from her father as his last bequest. The jewelry box is a myth and the Key itself is the pathstone, perhaps the greatest, gifted from Sokhta herself to the Garou Nation. The Key has many powers, the least of which is to conceal its true nature to any but those who already know it, and to open a moon bridge from where the wielder stands in any realm, to any caern with a pathstone, without prior linking and regardless of distance. Charlotte also believes the Key is the foundation beneath all Moon Paths, and will reveal its true power during the Apocalypse, when the Wyrm's forces attempt to separate the Garou from one another and cut off their access to the moon bridges.

necessary. Some even contemplate the many fatal tragedies that could befall Charlotte in the Umbra; what is one life compared to the fate of the world and defeating the Apocalypse?

Image

- Charlotte is an attractive woman of Canadian and Korean descent. Her skin is tanned and free of blemishes, her hair is long and dark, and her almond-shaped eyes are the color of warm molasses. She's a lithe woman, covered with lean muscle that often draws attention. Without her warm smile, Charlotte might come off as slightly intimidating. With it, however, she appears approachable and welcoming. Charlotte's Crinos and Hispo forms are a dark brown, with black markings over her muzzle and her paws. In Lupus form, her fur becomes so dark that it's nearly black, with no distinguishable markings.

Attributes: Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/4); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 4 (3/0/4/4); Perception 2, Intelligence 3, Wits 3

Abilities: Athletics 2, Brawl 2, Empathy 3, Leadership 2; Animal Ken 1, Performance 2; Academics 2, Enigmas (Puzzles) 4, Investigation (Dreams) 4, Rituals 3

Backgrounds: Allies 2, Contacts 2, Kinfolk 2, Rites 3

Gifts: (1) Eye of the Falcon, Falcon's Grasp, Lambent Flame, Inspiration, Mother's Touch, Spirit Snare, Spirit Speech, Umbral Tether; (2) Command Spirit, Sight from Beyond, Speech of the World, Unity of the Pack; (3) Burning Blade, Calm the Savage Beast, Umbral Camouflage; (4) Blurring the Mirror, Bury the Wolf

Rank: 4

Rage: 5

Gnosis: 7

Willpower: 8

Glory: 4

Honor: 4

Wisdom: 9

Rites: (1) Moot Rite, Rite of Cleansing, Rite of Contrition, Rite of the Opened Caern; (2) Rite of Renunciation; (3) Rite of the Glorious Past, Rite of the Loyal Pack

Fetishes: The Key

Sabrina "Walks-the-Worlds" Jameson

Howl: Cartographer of the Umbra

Quote: "Some will tell you the Umbra is unmappable; that any attempt to travel it is based on luck. I've found luck is no substitute for patience and observation."

Breed: Homid

Auspice: Theurge

Tribe: Black Furies

Obsession Fulfilled

Born to Kinfolk of Portsmouth, New Hampshire, Sabrina was raised looking up to Garou and how they were able to commune with spirits and travel the Umbra. It was something she dreamed of and hoped to one day do herself. Convinced she would be a Theurge if she was granted the First Change only helped this dream, and that she would not only be allowed but expected to interact with them and their world. Sadly, despite all her idolization and hopes for it, her First Change would not be a happy one, as she would learn when she changed during a heated argument with her own sister.

Coming back to her senses, restrained by several Garou and covered in her sister's blood, she was given little time to mourn before being thrust into training. Her Mentor taught her about the spirits and being a Garou, and nearly killed her several times through his training — locked in basements with fomori, kept awake for days for regular drills, and exercised to the point of vomiting blood. Eventually, she completed her Rite of Passage, being accepted by Pegasus into their tribe despite having been wrongly believed to not meet the normal requirements at birth due to her assigned gender and was finally able to study spirits as she had always wanted.

As Sabrina learned more on properly communicating and dealing with spirits, she came to better understand them. Through peaceful interactions and understanding their restrictions and compulsion, she even managed to successfully exorcise several fomori terrorizing the city, earning her first deed name, "Breaks-the-Serpent".

Sabrina's increasingly deeper explorations of the spirit worlds grew into an obsession to discover the secrets of the Umbra. She



spent more time there, away from everyone, including her pack. When her sept encouraged the obsession as just another part of her learning experience, she traveled deeper into exploring its realms and discovering rites and secret scraps of lore to aid navigation and travel hidden paths. Her journeys took her through places where time moved differently, with each return leaving her looking more aged than she should be.

After disappearing for nearly a year, Sabrina revealed she had found the beginnings of a system to map the Umbra and take advantage of paths where time and space shifted within its boundaries. She claimed her system would revolutionize the way Garou interacted and traveled with the Umbra, removing much of the guesswork and uncertainty from diverting from established paths.

Sabrina hasn't yet perfected the system and it's not yet intuitive, appearing as pages of complex calculations with variables including lunar year and cycle, auspice and tribe of the travelers, and more. Sabrina works diligently to find ways to simplify her method and make it more widely available to the Garou Nation. Until she achieves this, she's happy to help guide others to where they need to be, if they can find her in the first place.

Plots and Ambitions

- **Map the Umbra:** Sabrina near constantly travels the Umbra to learn the secrets of how the different worlds fit together and discover the hidden paths between them. She has amassed a treasure trove of fetishes and ancient lore to help this goal and discarded almost as much when it proves less useful.

- **Discover the Flow:** Early in her experience with moon bridges and the Umbra, Sabrina noticed the way time moved differently and how it shifted and changed. One could enter a moon bridge, travel for an hour, and walk out minutes before they left; or walk through the Umbra for a day and arrive back in the Penumbra a month later. She hopes to find out why this is, if there's a rhyme or reason, and control it if possible.

- **Guide for Hire:** Sabrina is willing to help those in need find their way through the Umbra or find the quickest way to travel

to other parts of the world. Several have hired her in the past to find safe passage, with her knowledge meaning she has a relatively high success rate in getting packs somewhere quickly and intact.

Territory

- **The Hidden Cabin:** The Hidden Cabin is a location in the Penumbra, seemingly a relic from some past era. Appearing as an old log cabin in the woods, Sabrina has taken to using it as a safe base to live away from the rest of her troubles.

- **The Silent Bay:** The Silent Bay is a Wyld caern located several miles outside Portsmouth, where Sabrina has a room and workshop for studying her findings and easy departure into the Penumbra.

Kinfolk, Packmates, and Enemies

- **Misha:** Misha is a Shadow Lord Theurge Elder who taught Sabrina through her First Change and in the ways of dealing with spirits. Still living at the Silent Bay, Misha works as its leader and provides Sabrina with the occasional resources in her studies, alongside any leads he might have.

- **The Jamesons:** Sabrina's non-Garou family, the Jamesons provide her with occasional small term aid and keep a small bank account together for the rare time that she stays out of the Umbra long enough to use it.

- **The Harvest Moon Pack:** Sabrina's pack, though she's fallen out of regular contact with her increasingly lengthy forays into the Umbra. Henry, a Get of Fenris Ragabash, and Maria, a Silent Strider Ahroun, still consider Sabrina part of the pack and work with her when possible.

- **The Spirit of Untamed Roads:** A powerful entity from the harder to reach regions of the Umbra, it was this spirit Sabrina tricked for information on crafting the Umbral Compass. Realizing the deception, and how it goes against its purpose, the spirit has become an enemy of Sabrina. Seemingly locked onto their scent, it has begun attacking Sabrina as she travels through the Umbra.

Whispers

- **Against Chronos's Will:** Sabrina looks older than she should for someone of her age, especially a Garou. Some say this is because she has found a way to, somehow, travel time in the Umbra and managed to begin exploring either the past or future for answers.

- **Not Sabrina:** Sabrina went into the Umbra years ago, and whatever came back out is something else, possibly some Wyld spirit possessing her body or a mimicking entity. It may not be harmful to Garou now, but who knows what its plans are for the future?

- **The Thing in the Umbra:** Some believe that Sabrina found something ancient and powerful all those years ago in the Umbra and has been searching for it again ever since. That her desire to map and understand it inside and out isn't just a curiosity, but an obsession to find that which she once knew.

Image

- Sabrina is a tall, sickly-pale woman, standing well over six feet, who hasn't aged well. She's still in her mid-twenties but appears closer to fifty. She wears her waist-length gray hair unevenly, cut from a formerly asymmetrical undercut which has never been fixed. She carries herself in an open and joking manner. Sabrina's

UMBRAL COMPASS (LEVEL FOUR, GNOSIS 7)

This silver orb contains an arrow that can point in any direction. When activated within the Umbra, the Theurge speaks the location they wish to travel to, and the arrow leads them in the direction of their goal. Does not always give the safest or fastest route, though will eventually lead them to the location. Effect lasts for one week once activated, as perceived by the Theurge. Each Umbral Compass is a rarity, requiring the binding of the spirit of a Theurge who died in the Umbra.

clothes have not been updated since she first started exploring the Umbra, and she still wears a black leather jacket, ripped and torn from years of use, an old blood-and-mud-stained band shirt, and black jeans that have become shreds of mud-stained fabric below the knee. Sabrina's Lupus form is a reddish-gray wolf of large size, with longer hair matted from the years, and several scars marking the patches of fur. In the Umbra, Sabrina often prefers this form as its natural advantages are of better use there than any human form, and not as threatening as Crinos to the spirits.

Attributes: Strength 2 (4/6/5/3), Dexterity 2 (2/3/4/4), Stamina 3 (5/6/6/5); Charisma 2, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception 4, Intelligence 3, Wits 5

Abilities: Alertness 2, Athletics 1, Intimidation 1, Primal Urge 3, Subterfuge 2; Animal Ken 1, Crafts (Camouflage) 1, Etiquette 2, Melee 2, Stealth 3, Survival 5; Academics (Mathematics) 3, Enigmas 4, Investigation 2, Medicine 2, Occult 5, Rituals 3

Backgrounds: Contacts 3, Fetish 4, Kinfolk 2, Mentor 4, Resources 1, Spirit Heritage (plant) 3 Totem 4 (Pegasus)

Gifts: (1) Mother's Touch, Persuasion, Sense Wyrm, Spirit's Speech, Wyld Resurgence; (2) Curse of Aeolus, Command Spirit, Name the Spirit; (3) Exorcism, Wings of Pegasus

Rank: 3

Rage: 3

Gnosis: 7

Willpower: 5

Glory: 2

Honor: 2

Wisdom: 9

Rites: (1) Last Blessing, Rite of Cleansing, Rite of Heritage; (2) Rite of Becoming, Rite of Summoning; (3) Descent into the Underworld, Rite of the Glorious Past

Fetishes: Umbral Compass

The Pathfinders

The Ragabash look and ask 'why?' The nature of the auspice is to question. Ragabash question what came before, what is happening now, and what plans the Garou have for the future. Not content to accept what Galliards say is the meaning of ritual and song, what Ahroun declare to be the best strategy, what Philodox argue is fair judgment, or what Theurges reveal as wisdom of the Umbra, the tricksters look to examine everything from new an-

gles. They bring the contrast of their new moon's darkness to the light of other auspices. Their fellow Garou may not like or even appreciate the Ragabash's questions, but wise werewolves pause and listen, and understand the value their challenges can deliver.

Dalaja Aashray Tahanee, They-Shelter-the-Shoots

Howl: Without change, only extinction remains

Quote: "This is not the time for tears, but for celebration. Change is coming, whether you want it or not. Now is the time to change into something of your own volition, else be changed into nothing."

Breed: Metis

Auspice: Ragabash

Tribe: Silver Fangs

Champion of the Stigmatized

Dalaja Aashray Tahanee was born to two noble members of King Palmarstan Nayar's court. Their mother's pregnancy was hidden away in shame and after she gave birth, both of their parents went on one last mission to throw themselves into final battle with a nest of Thunderwyrms. Although they died with Glory and Honor, their names have been stricken from the records of House Blood Red Crest, and Dalaja only refers to them as *maata* and *pita*.

Like almost every Mule born to the Silver Fangs, Dalaja was sequestered away in a camp with others of similarly shameful births and raised with the teachings that although their birth was an embarrassment, they could still serve Mother Gaia by joining their tribe in times of war. As a Ragabash, Dalaja constantly questioned this thinking and made themselves a general nuisance to the Garou tasked to raise them. They were responsible for multiple rebellions and also punished harshly for this, all before their First Change.

The Change brought new opportunities to them, however, and without hesitation, as soon as they could take on a human shape — they had always worn a human face — they escaped the Mule enclave and into the general population. Their relatively gentle Rage in their youth allowed them an easier time to slip in and out of humanity, and they lived for several years on the streets of Shillong until they were adopted by a group of hijra who raised them as one of their own.

When They-Shelter-the-Shoots returned to the court of King Nayar, they demanded to be recognized as a full member of the tribe, and although many ranking Silver Fangs were scandalized and opposed the idea, King Nayar agreed that should They-Shelter-



the-Shoots successfully defeat the Master of Challenge in a trial by combat, he would recognize them. They-Shelter-the-Shoots, a cliath at the time, shocked the court by doing so. Lord Blue Moon owed his life to Dalaja's parents, who saved him during the Thunderwyrm assault, and had previously arranged to repay his debt in this way.

However, King Nayar then decided that there must be another step and challenged the cliath himself. Because of the nature of the challenge, They-Shelter-the-Shoots was allowed to choose gameplay, and the two sat down to a game of Ashtapada, which Dalaja had learned from an elderly hijra. King Nayar did not know the rules, but instead of destroying him handily, They-Shelter-the-Shoots chose to teach him the rules. They still bested him and became a full member of the court.

Since then, as They-Shelter-the-Shoots grew in rank and recognition of the court, they have earned an honorable reputation, even if their many naysayers never gave them much quarter. They personally witnessed much of the modern history of the House, including the point when the last recognized Garou was born to Kinfolk of Blood Red Crest – but this moment is what set They-Shelter-the-Shoots on a path of opposition to their fellow House members, because in truth, Mules were still being born. Although they were considerably rarer, as truthfully the Silver Fangs are much more careful to never violate the first tenet of the Litany than any other tribe, Mule births still occurred. But because they were not recognized as full members of the tribe, as Dalaja was, the House still believed their future to be doomed. This was absolute foolishness to Dalaja, and they set out on a campaign to end the sequestering of these children to be raised differently than homid- or lupus-born Garou, and when that earned little success, they instead involved themselves heavily in how they were raised and began to teach them that they were not the shame of House Blood Red Crest, but the future of it.

Now They-Shelter-the-Shoots is ready for the rebirth of the House with dozens of Garou-born cliath in the wings, ready to bear the true honor of the Silver Fangs.

Plots & Ambitions

- **The Silver Fangs Must Change or Perish:** Despite all appearances, Dalaja does not see themselves as a major player within the intricate politics of the Silver Fangs. Nevertheless, because they wish to turn over so many ancient traditions, and more so, traditions which have been used to present a pristine image of their tribe, they are nonetheless a major agent of change within a tribe that has resisted such things for centuries. Their advocacy for the rights of Mule Silver Fangs to be recognized as full members of the tribe positions them as one of the most radical and revolutionary Silver Fangs during the last days of the Apocalypse. With the end of the world on the horizon, They-Shelter-the-Shoots only deems it more necessary than ever to advocate for the status of warriors that will be necessary to survive the end of times.

Territory

- **The Khasi Hills:** They-Shelter-the-Shoots is the ranking Ragabash of King Palmarstan Nayar's court located in the Khasi Hills in the state of Meghalaya, India. The Khasi Hills are a sacred location to House Blood Red Crest, and They-Shelter-the-Shoots takes their role in its maintenance and defense seriously, rarely leaving the bawn. Within the sept, They-Shelter-the-Shoots holds the Blood Red Crest-specific title of Caklas, comparable to the position of Fool with elements of Den Parent and Truthcatcher.

Kinfolk, Packmates, and Enemies

- **The Failing King:** King Palmarstan Nayar has represented House Blood Red Crest for decades, but he presides over a dying House. Although the Silver Fangs, and They-Shelter-the-Shoots, take prestige seriously, as the House grows increasingly concerned with its lack of healthy births and true-born Garou, various members of King Nayar's court have been positioning themselves to usurp him. Although Dalaja is not among them, their willingness to be out as born of two Garou parents and their insistence that the Silver Fangs eschew old traditions in refusing to recognize their Mules has earned them something of a following. Dalaja's prominence in the court is undeniable, and King Nayar is necessarily wary of them as his health begins to fail.

- **Kin Seeker:** Ripple Sangma is responsible for maintaining the extensive Kinfolk networks of India's Silver Fangs. An old man now, Ripple has devoted his entire life to following the bloodlines and was the first to share the horrifying news of the lack of Garou births with the House. In the past decade, Ripple and Dalaja have become close allies as the latter has assisted the former in adding those Garou born in a violation of the Litany to his networks, thus extending the membership of the House officially. Together, they have both worked to elevate the role of Blood Red Crest's Kinfolk on the frontlines of the war against the Wyrm in Southeast Asia.

- **The Power Behind Them:** No-Shadows-Cast-at-Noon is a Blood Red Crest Ahroun and born of two Garou parents. Like They-Shelter-the-Shoots, she was hidden away after her birth to hide the shame of Silver Fang Litany violators. Unlike Dalaja, she lived most of her life in seclusion – sometimes brought out of hiding for monumental battles with the minions of the Wyrm where her might was necessary, but always sequestered away once the need for her brute strength had passed. She is an ardent and fanatical supporter of They-Shelter-the-Shoots' push to include the Mules and other castoffs into Blood Red Crest's court and has

taken to displaying her scale-covered, serpentine arms bare and painted with the brilliant House red when she joins the court, demanding her due.

Whispers

- **Shady Deals:** More so than many members of House Blood Red Crest, They-Shelter-the-Shoots embraces relationships and friendships with those outside the tribe, believing it is their duty to set a shining example to the Low Tribes. Due to this, they have more ties and alliances with the Shadow Lords, including the Margrave, than any other member of the House, and no small contingent of political observers believe that their willingness to display the perceived weaknesses and sins of the House to the world are a Shadow Lord plot to discredit the House.

- **A Birth Unbecoming:** It is no secret that Dalaja is both No-Moon and Mule, but even though they do not hide either of those facts, the combination of the two leads others to often speculate about their duplicitousness. While They-Shelter-the-Shoots has never made any outward motion to seize the leadership of House Blood Red Crest from King Nayar, essentially any member of said court, as well as any Silver Fang familiar with the machinations of the court, believes this to be true.

- **What Litany?** They-Shelter-the-Shoots seems so willing to openly embrace the shame of Litany violators that many believe that they engage in other violations of the Litany, accusing them of depraved approaches towards mating, hoarding wealth that belongs to the King for those less deserving, and even trucking with spirits of the Wyrm in order to get their own way.

Image

- While in Homid form, They-Shelter-the-Shoots strikes an imposing, beautiful figure. Although they are always garbed in highly detailed, expensive saris, keeping their head covered, their long, thick mane of black, curly hair nevertheless bursts forth from its covering and is always a sign of their presence. They-Shelter-the-Shoots always takes the time to apply tasteful make-up and bindi, and wears jewelry in her ears, nose, on her fingers, and wrists. In Crinos, the mark of their birth is obvious, because even as they portray the heroic figure of a white-furred Silver Fang, instead of the massive maw of a wolf, they wear their human face, still beautiful, but disarming and disturbing upon their monstrous form. The same is true of their Lupus form, otherwise a grand and majestic wolf with Dalaja's human face instead of a wolf's face.

Attributes: Strength 3 (5/7/6/4), Dexterity (Preternatural Grace) 4 (4/5/6/6), Stamina 3 (5/6/6/5); Charisma 4, Manipulation 4 (2/1/1/1), Appearance 4 (3/0/4/4); Perception 3, Intelligence 4, Wits 5

Abilities: Alertness 2, Athletics 3, Brawl 2, Empathy 3, Leadership (Compelling) 4, Primal Urge (Shifting Forms) 4, Streetwise 3, Subterfuge (Seduction) 4, Etiquette (Tribal) 4, Larceny 2, Melee (Klaive Dueling) 5, Stealth 2, Survival 1, Academics 1, Enigmas 2, Investigation 3, Law (The Litany) 4, Medicine 3, Rituals 3

Backgrounds: Allies 5, Contacts 4, Fetish 4, Pure Breed 5, Rites 5

Gifts: (1) Infectious Laughter, Inspiration, Shed; (2) Blissful Ignorance, Empathy, Form Mastery; (3) Burning Blade, Chameleon, Liar's Craft; (4) Mindblock, Whelp Body,

Withered Limb; (5) Paws of the Newborn Cub, Thousand Forms, Totem Gift

Rank: 5

Rage: 5

Gnosis: 8 (7 with Klaive)

Willpower: 8

Glory: 6 **Honor:** 10

Wisdom: 9

Rites: (1) Last Blessing, Rite of Heritage; (3) The Long Vigil

Fetish: The Purifier (Klaive)

Glen Seize-Trouble

Howl: Falling Guru

Quote: "Everything in moderation, my friend – including moderation."

Breed: Homid

Auspice: Ragabash

Tribe: Stargazers

Fighting Harano

Glen Seize-Trouble bounces between emotional highs and lows with distressing regularity. For all his keen intelligence, adventurous soul, and mindful meditation techniques, he's spiraling into despair. It's testament to his emotional strength he's fought it for so long, yet every day brings Harano closer. Sadly, few recognize the struggle hidden behind his humor and compassion.

Always inquisitive, Glen knows a little about a lot and lots about little. He synthesizes knowledge effectively and is always exploring how new fads and technology could be harnessed against the Wyrm. When he's not playing with some new gadget, he's thumbing through alternative lifestyle magazines, pop-psychology books, science magazines, and self-help guides.

Glen's First Change struck him during one boozy, mind-altering-drug-fueled party. In the heady psychedelic bliss, his change washed over him like a flood. He remembered only screams and laughter and thumping industrial rock while running naked through streets. Waking in a strange bed surrounded by naked friends, he'd never felt more alive.

He laughed about the wild night with his mates and put everything down to particularly excellent party favors, thinking nothing more about it until the Riverina Sept found him shortly before his final exams. With a whole new – and exciting – world unfurling before his nose, Glen embraced his Garou nature.

Since then, Glen has scored impressive victories against Wyrm-tainted businesses – successfully turning workers and management against each other and generating bad press until the company collapses. He always hopes they might change for the better, but it hasn't happened yet.

After a few years bouncing between the sept's other packs, Glen pulled a handful of cubs and cliath into a new pack of his own. Under his leadership, the Crow-Biting-Ferals (or Team CBF, as they call themselves) became adept at sabotaging logging companies, mining ventures, research laboratories, and agri-businesses. The pack enjoyed his jovial command and open-minded wisdom.



Things soured when Neuro-Dynamic Laboratories kidnapped his cousin Karlos. The Crow-Biting-Ferals rescued the young man easily enough, but discovered the facility held other children and animals – abused and screaming in naked fury at the pack. Team CBF burned the place down, but the harrowing vision lodged within Glen’s mind and his usual meditation techniques couldn’t shift them.

Stolen lab data indicated the lab was part of a larger effort to create new kinds of shapeshifters. This idea fascinated him – surely only Gaia could create new Breeds? So, what were these? Glen’s curiosity led to months of research, interviews, travel, and Umbral quests. He became Australia’s foremost expert on these so-called Mockery Breeds.

Unfortunately, Glen’s relationship with his pack deteriorated after a disastrous trip to Mozambique. Instead of meeting their Kerasi target, Glen watched in horror as the Mockery butchered a local Glass Walker pack. Worse, he restrained Ben Spears-the-Web from joining the fray, too. The Ragabash still questions his decision to hide. Team CBF were horrified when they discovered his inaction, and Ben remains furious.

Miserable, Glen withdrew to allow his pack space to heal. Visiting his Kinfolk, he discovered his niece, Jasmine, had joined a cult-like fomori “superhero” team called the “Free-X”. His rescue backfired when Jasmine released a terrified, frenzy-inducing scream. Within minutes the entire family was dead. In the aftermath Glen was inconsolable. He rejected his pack’s support and left them to mourn in solitude. He desperately needs to re-center himself – his grief is overwhelming, and he no longer smiles.

Glen’s priority is to avoid Harano. Mindful meditation is failing him, and he feels too ostracized to ask his pack or sept for help. In his lonely depression he’s incrementally self-medicating to “kickstart emptiness”. He’s seriously considering undertaking the long journey north chasing a rumor that the Daintree Gumagan will cure Harano for a price.

Secondly, he desperately wants redemption. With a victory over the Wyrm’s forces – whether Free-X or some polluting

agri-business – just maybe his pack will forgive his failures and accept his return. He doesn’t even care if he remains their alpha; perhaps it’s best if he doesn’t.

Plots and Ambitions

- **Payback:** Glen harbors a special hatred for the Free-X fomori and their handler, Adrian Carver. He wants to end them thoroughly and spectacularly. He secretly hopes his hatred will motivate him despite his depression and that success will burn his despair away. He can’t do it alone, though, and doesn’t believe the Crow-Biting-Ferals would follow him into battle if he asked.

- **Idealism:** The Wyrm is a universal force, yet individuals have free will. Glen reasons that if Garou can fall, Mockeries can rise. Therefore, he searches for Mockery Breed individuals willing to discuss his ideas and perhaps join his meditation class. By turning them towards Gaia, he turns the Wyrm’s work against itself. Even if the seeds he plants won’t sprout until after the Apocalypse, he must try.

Territory

- **Riverina Protectorate:** The Crow-Biting-Ferals share the Riverina Protectorate in southern New South Wales, Australia, with two other packs. Duke Phillip Battenburg is an aging Silver Fang who rules with a tolerant, if doddering, paw which affords the pack great leeway in finding innovative solutions to fighting the Wyrm.

- **Blue Retreat:** Glen’s austere wooden monastery in the Blue Mountains from where he runs occasional expensive month-long boutique retreats and monthly free weekend meditation workshops. Nestled among the mountain eucalypts, it’s almost entirely isolated from modern telecommunications. Here at the Protectorate’s eastern border, Glen now lives in silent introspection.

Kinfolk, Packmates, and Enemies

- **Crow-Biting-Ferals:** Glen’s packmates are diverse and technologically savvy cliaths and fosterns. Despite the current falling out between Glen and Spears-the-Web, the pack haven’t formally replaced him, yet. Matt Low-Bar and Lisa Twigg-Snapper think the anger will pass soon enough. Only Kat Among-the-Sick is concerned for Glen’s mental health – if he doesn’t respond to her text messages and emails within a day, she frets.

- **Adrian Carver and the Free-X:** The Ferectoi Adrian Carver created Project Theogony to ride the tsunami of superhero power fantasy media popularity, teaching young and impressionable recruits (“X-Ceptionals”) their Bane-given abilities are superpowers. Mr. Carver seduces the innocent and idealistic to join his team, the Free-X, alongside the bitter, vengeful, and angry, taking special delight in corrupting young Kinfolk when identified. He indoctrinates recruits with revelations of real and imagined conspiracies and secrets, focusing their hate and paranoia upon the shapeshifters permeating society and monsters lurking in the wilderness. Plentiful drug cocktails control the undesirable side-effects of Bane possession and boost the X-Ceptionals’ combat performance. The Free-X operates out of See-Dream World Studios on the tourist-swarming Queensland Gold Coast. Satellite studios exist around Australia, providing ready access to candidates slaving over Wyrm-tainted merch, and permits occasional publicly visible incidents the cover of “movie magic SFX”. Carver knows

Glen's looking for him and is gleefully selecting a Free-X squad to attack Blue Retreat.

Whispers

- **Wrong Crowd:** Glen's unhealthy fascination with the Mockery Breeds has caused him to betray Gaia. He orchestrated the Mozambique pack's destruction to arrange a meeting but chickened out of the deal.

- **Cast Out:** Duke Battenburg believes the Crow-Biting-Ferals are leaderless because Glen's been missing for months – possibly even dead. If the pack doesn't choose a new alpha soon, the Duke plans to appoint a Silver Fang ally to lead them instead.

- **Spreading Despair:** The Daintree Gumagan messed with Glen's head years ago. They're why a Stargazer acts more like a confused Glass Walker, and why the guru's faux-Buddhist meditation mantras stress surrendering and accepting the end of the world.

Image

- Glen is a lanky man with pointed goatee and shaggy blond hair framing his long face. He typically dyes his beard garish colors and paints his nails to match. He enjoys the looks of surprise, delight, or disdain from others when they notice. He carries himself with a quietly confident facade only his packmates see through regularly – inside he's tormented about the Apocalypse and his own doubts. In his Lupus form he's a long-legged, golden-haired dingo with a dazzling white belly and eyebrows, which give his face a distinctly expressive cast.

Attributes: Strength 3 (5/7/6/4), Dexterity (Flexible) 4 (4/5/6/6), Stamina 3 (5/6/6/5); Charisma 3, Manipulation (Self-Help) 4 (2/1/1/1), Appearance 2 (1/0/2/2); Perception (Mindfulness) 4, Intelligence 2, Wits (Technology) 4

Abilities: Alertness 3, Athletics 3, Brawl 3, Empathy 2, Expression 2, Intimidation 2, Leadership 1, Primal Urge 2, Streetwise 3, Subterfuge (Corporate) 4; Animal Ken 1, Crafts 1, Drive 1, Etiquette 3, Firearms 1, Larceny (Scams) 4, Melee 2, Performance (Guided Meditation) 2, Stealth (Offices) 4, Survival 3; Academics 2, Computer 3, Enigmas (Koans) 4, Investigation 3, Law 1, Medicine 1, Occult 1, Rituals 2, Science 2, Technology 3

Backgrounds: Allies 2, Ancestors 2, Contacts 2, Fetish 3, Kinfolk 1, Resources 3, Rites 5, Spirit Heritage 2, Totem 3

Gifts: (1) Balance, Blur of the Milky Eye, City Running, Open Seal, Sense Wyrm; (2) Blissful Ignorance, Inner Light, Jam Technology, Pulse of the Prey, Resist Temptation; (3) Disquiet, Gremlins, Liar's Craft, Open Moon Bridge; (4) Preternatural Awareness, Whelp Body

Rank: 4

Rage: 4

Gnosis: 5

Willpower: 6

Glory: 6

Honor: 7

Wisdom: 7

Rites: (1) Gathering for the Departed, Moot Rite, Rite of Growth, Rite of Spirit Awakening, Rite of Talisman Dedication, Rite of Wounding; (Minor) Bone Rhythms, Breath of Gaia

Fetishes: Harmony Flute, Mirror Shades, Nyx's Bangle

White-Eye "Walks-Among-Man"

Howl: A Red Talon among Pentex

Quote: "Do not think I am tamed. Wonder instead how long until I tear out the throat that commands."

Breed: Lupus

Auspice: Ragabash

Tribe: Red Talons

The Overconfident Garou

White-Eye was born to the lupus Kinfolk of the Amazon, most of his life being spent running from loggers and trying to find sanctuary away from humans. Each time they thought they were safe, the humans expanded farther and farther, and they ran deeper and deeper into the woods. It was only one day, being chased off by loggers who took a shot at him with their guns, that White-Eye got his revenge.

When he came to, blood was on his lips and paws, and he knew he was Garou. Soon after a pack of lupus came for him, and he began his training at a nearby sept. His anger for humans never abated, though he demonstrated a knack for learning their languages and aping their ways. After completing his training, White-Eye joined the Red Talons and returned to his home to work in a nearby caern with a pack of lupus he'd bonded with.

For years he and his pack lived alongside a large group of lupus Kinfolk, protecting them from those who would intrude upon their territory and killing several mortals who thought they could log in their territory. White-Eye became well known among his pack for being the one among them willing to take on the flesh of man and work among these groups for a few days to gather what information he could before they attacked. Under an assumed name he could often effortlessly blend in among mortals as a traveling laborer and get some menial job.

With whatever information they needed gathered, White-Eye would sneak back out to his pack, and let them know that the hunt had begun. Several companies found that a shift of workers or anyone left behind at night would be found the next day seemingly torn apart by wild animals, and logging largely stopped for a time.

It was only when Dasos Logging, a Pentex subsidiary, entered the area that the Garou found their efforts foiled. As usual, White-Eye donned human form and talked his way into work at the company. One day, as White-Eye marked trees supposedly for felling – where he knew his pack would violently intercede – his foreman ordered him to a meeting. Not suspecting anything, White-Eye walked into the trailer and was shot by several tranquilizers. He Raged and resisted as long as he could, but eventually White-Eye passed out from the heavy drugs.

When White-Eye awoke, he was bound and given a choice. He could die with the knowledge that Dasos would keep logging and send in specialists to eradicate his pack, or he could fully work for them. In exchange for doing what they ordered, the company would leave his territory alone. They'd mark two hundred square miles of his choice to never be touched if White-Eye cooperated. White-Eye sold his soul that day, saving his pack and sept.

Though the sept was safe, White-Eye was no longer part of



them. Dasos couldn't let him return to their embrace. He was shipped out to other locations and subcontracted to other arms of Pentex to do what human-hating Garou do best. White-Eye massacred rival logging companies so Dasos could destroy them and take their business. He put down environmentalist protests at sites, and even fought the occasional Garou who caused too much trouble for the company.

Some within other Pentex subsidiaries wonder how Dasos managed to obtain such perfect control over one of Gaia's warriors. Rumors and speculations circulate about bomb collars, implanted control microchips, addiction to some substance that only Dasos can provide, and even darker, mystical bindings. In truth, White-Eye could leave any time. The only thing keeping him back is a live satellite feed he can access any time showing his sept and readouts of the environmentally devastating overkill weaponry targeted at the site, and no idea who has their finger on the button.

White-Eye isn't idle in his servitude. He listens; he learns. His knack for understanding human concepts, languages, and structures hasn't diminished. Dasos — and Pentex — think they have him under control, but they don't realize how much of their secrets their "tame dog" has put together. White-Eye hasn't figured out how to most effectively use what he knows yet, but he's certain that when he acts, it will be devastating for Dasos, and he may even be able to strike a fatal blow against Pentex itself.

Plots and Ambitions

- **Escape Human Control:** White-Eye hates how he's stuck, unable to act as a Red Talon should. He cannot escape until his home is safe, but he can learn and plan. Discover Pentex's weaknesses, gain their trust, make them think he's domesticated. When they least suspect it, proud and haughty, bite and run.

- **Minimize Damage:** White-Eye justifies his actions to himself as slowing the human destruction of Garou land, and that he is facilitating more damage between humans and Wyrm-minions than to werewolves. He is saving lives and keeping fighters safe

until the great Apocalyptic battles. If he can save more caerns than he hurts, save more woods than he destroys, keep Kinfolk from dying, he can sleep at night.

Territory

- **The Caern of the Hallowed Tree:** White-Eye's home, and the place he fights for. He has not seen it in years, though Dasos keeps a live satellite feed, so he knows their side of the deal is held up. He still wishes to return once he is free and believes it would be only right and proper to bare his throat and confess his betrayal and sins to his sept and let them judge or kill him as they decide.

- **The Habitat:** Pentex keeps a habitat for White-Eye to spend his time between missions in one of their many bases of operations. No bigger or more natural than a zoo exhibit, it is nevertheless the most nature White-Eye gets to spend for any amount of time. It is his home for now.

Kinfolk, Packmates, and Enemies

- **Dasos Logging:** A minor Pentex subsidiary claiming to be dedicated to sustainable logging practices, while being anything but. Dasos has grown considerably in Pentex's esteem since co-ercing White-Eye into its service. Dasos has also grown slightly lax, starting to treat the Garou more as an employee and less as a slave. White-Eye is disgusted by this but is smart enough to take advantage of the situation and learn more that he can use against the Wyrm.

- **The Hallowed Tree Pack:** White-Eye's old pack only knows that White-Eye disappeared and assume him dead. The Red Talons of this pack don't have much contact with other packs, but if they caught word from other Garou about the actions of a werewolf matching White-Eye's appearance, they'd start to question. From here, it would only be a matter of time before the pack hunted their former packmate. Whether they'd free him or simply kill him would depend entirely on what he is doing when they find him.

Whispers

- **Bane Immune:** Some wonder at how after so long doing Pentex's bidding that White-Eye doesn't carry Wyrm-scent. Whispered rumors say that White-Eye possesses some immunity to corruption. Those who believe such things are concerned about the long-term implications of allowing a beacon of purity to continue within their midst.

- **More than Blackmail:** Many believe that White-Eye's stories of blackmail and deals with Pentex are fiction, or greatly exaggerated. That, as much as he would have you believe otherwise, he happily serves Pentex and has become truly domesticated by them as a willing servant. These people often believe the only reason he does not become a Black Spiral Dancer is some twisted pride in serving the Wyrm while fully outside its forced control.

Image

- In his natural Lupus form White-Eye is a lithe wolf, with light brown fur that's marked by a white patch of fur on the face, over the left muzzle and eye. In Homid form, White-Eye appears as a relatively short man of average build, with dark black messy hair, with a spot of hypopigmentation over his left cheek and eye. In this form he often wears a black-and-white suit carrying the Dasos logo. In all forms he's required to wear a non-dedicated elastic GPS wristband, so the company can track his location.

Attributes: Strength 4 (6/8/7/5), Dexterity 5 (5/6/7/7), Stamina 3 (5/6/6/5); Charisma 1, Manipulation 3 (1/0/0/0), Appearance 2 (1/0/2/2); Perception 3, Intelligence 4, Wits 3

Abilities: Alertness 2, Athletics 3, Brawl 5, Empathy 1, Primal Urge 4, Streetwise 1, Subterfuge 4; Animal Ken 1, Etiquette 2, Larceny 3, Stealth 3, Survival 3; Academics 1, Computer 1, Enigmas 2, Investigation 4, Medicine 1, Occult 3, Science 1, Technology 1

Backgrounds: Allies 3, Pure Breed 3, Resources 2, Rites 2

Gifts: (1) Eye of the Hunter, Open Seal, Prey Mind, Wolf at the Door; (2) Spider's Song, Taking the Forgotten

Rank: 2

Rage: 3

Gnosis: 6

Willpower: 5

Glory: 3

Honor: 3

Wisdom: 1

Rites: (1) Rite of Questing Stone, Rite of Talisman Dedication

Fetishes: None.

Sayo Chen

Howl: Mother Wolf

Quote: "Come with me if you want to live."

Breed: Homid

Auspice: Ragabash

Tribe: Children of Gaia

Searching the World

For the first seventeen years of her life, Sayo lived on a farm in Singapore with her parents. Her closest neighbor was a man she affectionately came to know as "Hermit", who lived in a house roughly a mile from the Chens' farm. Her life was rather boring on the farm, tending to chores and helping her father with the animals and crops. As far as she knew at that point, that was all her life would ever be — farmland and animals. She had resigned herself to a quiet life on the farm until the day of her First Change came.

Fortunately, her parents were away selling their produce. Unfortunately, the animal Sayo slaughtered the animals left behind. It was in this gore that Hermit found her and explained to her what had happened. He told her that she was now Garou, something more than human and more animal than those things she had slaughtered. Hermit convinced her that she would harm her family if she remained and convinced her to leave with him. They fled to one of the islands off the shore of Jurong, where Hermit controlled another property.

There he taught Sayo the basics of being Garou. He told her of the Apocalypse, and of the werewolves' near worshipfulness of the event. He spoke of warming Earth, rising waters, growing deserts, and plagues unleashed upon the world. Hermit said that he believed the Apocalypse had already come to pass and all the survivors could do was survive until Gaia breathed her last. Sayo's First Change had also changed his mind. Hermit now knew that



Gaia had other plans for them. The Mother wanted them to rescue as many cubs as they could before they were lost to the great madness of denial suffered by other Garou. They needed to stop fighting the Apocalypse and move onto healing what remained of Gaia in the post-Apocalyptic world.

Jin Singh was the first other Garou Sayo found. Much as Hermit had done with her, she followed the spirits and found him just after his First Change. Sayo discovered Jin surrounded by the broken bodies of dozens of gang members. She took him to her island home, and she and Hermit told him the truths they knew. Jin joined their growing pack and soon became Sayo's lover. He didn't talk about what had occurred leading up to his First Change, and Sayo didn't ask.

Sayo enlisted Jin's help in finding werewolves that had just changed or were lost to the ways of the Garou. The pair searched beyond the mainland, following Hermit's guiding visions or the counsel of spirits, heading as directly to new cubs as she could. Sometimes they returned too late to rescue the cubs, other times they came back with two or three newly Changed Garou at once. Most stayed and joined the informal sept, but some returned to the world to find their own way and survive among the dying wastelands.

Each new cub gains the same basic education. Hermit teaches of the lost Apocalypse, and how to seek council with spirits to unlock knowledge lost to the Garou. Sayo teaches cubs to speak softly and carry a big stick, and how to convince others to join their cause. Jin teaches the cubs how to harness the Rage inside their hearts to fight for repairing the world and hopefully bringing Gaia back from the brink of death.

These days, Sayo, Jin, and various other members of the pack are constantly moving across the world in search of more cubs to rescue. Though she avoids encounters with other Garou where possible, her explorations have brought her to their attention. Some from other territories have visited Sayo's island. Sayo's cubs have stayed true to her teachings that violence only propagates the

Nation's loss; the sept has welcomed these visitors if they mind their manners. Sayo tolerates no false tales of fighting the Wyrm or winning the Apocalypse and firmly but politely asks such impolite guests to leave. So far, all have done so without further incident.

Plots and Ambitions

- **Fostering the Future:** Sayo's driving goal is rescuing as many cubs as possible before they're wrapped up by delusional septs and indoctrinated into continuing to fight a lost war. According to Hermit's teachings – now Sayo's as well – the Apocalypse is long since lost and the cubs are the first generation in the post-Apocalyptic world. Fighting didn't work, and new ways are needed to resuscitate Gaia, assuming it's not already too late.

- **Resurrect the World:** The Apocalypse came and went, the Wyrm won, the Garou lost. These are simple truths, and falling into Harano over them isn't going to help anyone. The post-Apocalyptic world has global warming, loss of livable land, devastation of plant and animal species, and pandemics infecting everyone. These are the challenges to combat, and they're not going to be defeated through tooth and claw. Sayo's not satisfied with mere survival; the Garou of the post-Apocalypse need to heal the world rather than fight over it.

Territory

- **Jurong, Singapore:** Jurong is located at the south-westernmost point of the West Region of Singapore, covering several offshore islands as well. Sayo and her growing sept make their home on one of these islands. Though much of Singapore's land is consumed by development and construction, Sayo's island is mostly wilderness with a few homes and some cleared land for simple farming. The island holds heavy spiritual wards and has several powerful defensive spirits standing guard over its protection and discovery. Through these, the island is largely lost to normal human detection despite being situated near such heavily populated human cities. The island is even somewhat obscured from other Garou, with the constant heavy feeling of the wards helping to keep them from becoming impolite.

Kinfolk, Packmates, and Enemies

- **Hermit:** His real name is Cameron Ward, but he's happy as "Hermit". Hermit avoids the rare outsider Garou who visit and is content for Sayo to lead the sept. In truth, Hermit is a Legendary Child of Gaia Theurge who brokered peace deals and truces amongst tribes and septs who had feuded for centuries. Hermit thought he had earned his rest from Gaia's needs until the day a young cub underwent her First Change just down the road from his house. His view that the Apocalypse has come and gone and the Wyrm won isn't simply deluded rhetoric; it's derived from long, hard experience. He firmly believes that teaching cubs a better way and avoiding everything that came before with the Garou Nation is now the only path of rescuing Gaia from her death spiral. Hermit's the source of the island's wards and spiritual defenses, and while he's loathe to turn to violence, he's more than a match for what other tribe's may send against his sept.

- **Jin Singh:** Sayo's first find and now lover, Jin helps Sayo train the new Garou they find in the ways of the Ahroun. He's

strong and fast and finds it hard to say no to a fight, though Sayo often helps him to set a better example for the cubs. He frequently travels with Sayo when she leaves the island, as despite her dedication to peace, he's seen the look in the eyes of visiting outsiders and knows something violent is coming.

Whispers

- **A Metis in The Making:** The relationship between Jin and Sayo is no secret in the sept, and despite Hermit's gentle warnings he's afraid they're not taking proper precautions. Despite Sayo's mothering of the cubs brought to the island, they've mostly been homids with a few lupus among them. She's never had to deal with the tragedy and difficulty of the Crinos-born, and Hermit worries that the reality of that may severely damage Sayo and Jin's relationship and the security of their island home.

- **Lost Potential:** Many packs across the world have arrived to collect a newly Changed cub only to find them gone. As word of Sayo's strange island sept spreads, these packs are figuring out what occurred. The envoys to the sept see so many young Garou who could be fighting rather than surrendering, and although they're aware that assaulting the island poses considerable challenges, the time is inevitably coming when someone will try and extract cubs from Sayo's care. Winning the Apocalypse is too important to not take the risk.

Image

- Sayo has long, straight, jet-black hair that almost seems blue in the right light. She's a deceptively petite woman of Singaporean descent, and her features tend to favor her mother's side of the family. She carries herself as if she's constantly on a mission, and for those that know her, she usually is. Sayo's dark hair translates to her fur in Crinos and Hispo form, with little other color to mark her fur. When she's in Lupus, her fur shines almost blue in color.

Attributes: Strength 1 (3/5/4/2), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/4); Charisma 4, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception 2, Intelligence 3, Wits 3

Abilities: Alertness 1, Athletics 2, Brawl 2, Empathy 2, Primal Urge 2; Animal Ken 2, Crafts (Jewelry) 4, Etiquette 2, Survival (Tracking) 3; Enigmas 2, Investigation 3

Backgrounds: Allies 5, Ancestors 2, Fate 2, Mentor 5, Resources 2

Gifts: (1) Brother's Scent, Mother's Touch, Persuasion, Scent of Running Water, (2) Blissful Ignorance, Calm, Jam Technology, (3) Lover's Touch, Pathfinder

Rank: 3

Rage: 3

Gnosis: 2

Willpower: 5

Glory: 4

Honor: 6

Wisdom: 5

Rites: None

Fetishes: None

Dina "Traces-the-Circle" Mokhtar

Howl: Change through Choice

Quote: "So much is chosen for us. This, I choose for myself."

Breed: Metis

Auspice: Ragabash (formerly Ahroun and Philodox)

Tribe: Stargazers

An Unfitting Selection

Originally from a sept beneath Alexandria, Egypt, Dina was a curious child who always wanted to travel but was never allowed due to the circumstances of her birth. Perpetually in Crinos form, she never ventured far from the safety of their home in the catacombs, and even then, only after others had made sure no witnesses were around. When Dina eventually had her First Change as the full moon shone down on the aboveground world, Dina became an Ahroun in a relatively bloodless event surrounded by the sept's other Garou.

The role of the warrior felt strange to Dina. She knew the Litany, her part in society, and the expectations of the sept, but the Rage felt dimmed compared with what she had lived with all their life. She felt drawn to learning the songs of the Nation, exploring the Umbra, working her way through complex problems, and questioning the nature of everything around her. From what Dina understood, she felt more a part of every other auspice apart from the one she had.

The ill-fit manifested during her pack's Rite of Passage to hunt and eradicate a fomori cult festering in Alexandria. Dina's pack set up a stakeout of the Wyrm-corrupted cult's leader. Over several days of watching who came and went, Dina itched to do more than the routine and monotony that reminded her so much of childhood. She wanted to scout the location or consult the spirits, but those were the duties of her packmates who were there to prove themselves worthy of their roles in Garou society. Dina found fault in many aspects of the pack's planning; she initially voiced her thoughts, but the pack ignored her in favor of those whose auspice made them the "experts". When the pack finally decided on how to strike, Dina stilled her tongue. Her role was simple as the Ahroun, direct muscle for the assault. Unfortunately, Dina's observations and fears were well founded, and the inexperienced cubs fell afoul of an ambush by the cunning cultists.

Overwhelmed by the Wyrm-corrupted assault, the cubs went down hard. Dina hesitated at the unexpected resistance and didn't know what to do. Cult members swarmed Dina, and she lost herself to fear and Rage, ripping and tearing to survive without thought or tactic. When the red haze cleared from her mind, she was far from the cult's location and covered in blood.

Garou from the sept found her and escorted Dina home. The rest of her pack of cubs was dead, most of the cult had scattered but survived, and somehow in Dina's frenzy she had managed to kill the fomor cult leader. The sept had work to do but begrudgingly accepted that Dina had performed her role.

Dina, filled with grief and anger at her internal conflict and perceived failure, fled rather than complete the rite. This could have been her end, but an elder Stargazer visiting the sept had



watched the ordeal and pursued the grieving cub. Dina and the Stargazer, a Philodox called Hadem Twice-Changed, talked for days, walking and discussing Dina's views of herself and the world. Hadem told Dina he understood, that he had started his journey as a Theurge but couldn't continue because he couldn't help but judge the spirits by Garou standards. He offered Dina a place in the Stargazers tribe, where she could explore meaning and grow to better understand herself. Dina agreed.

In the years since that time, Dina has explored more than one path, following a journey somewhat concerning to other Stargazers and even Hadem. On joining the tribe, she shed her Ahroun auspice and took on the responsibilities of Philodox like Twice-Changed. She pursued the path of balance and mediation until attaining the rank of adren before announcing to her tribe that she would continue until she understood all the roles chosen by Luna for the Garou. Dina once more underwent the Rite of Renunciation and reinvented herself as a Ragabash.

The tribe is divided in its opinion of Dina's calling. While many endorse her method of self-discovery, more believe Dina runs from responsibility and her quest is deferment rather than understanding and atonement. Chimera itself has made it known that it is personally interested and invested in following Dina's journey and seeing what she learns, leading to few in the tribe opposing Dina regardless of their thoughts.

Dina still has another auspice to explore after Ragabash and knows that the Rite of Renunciation can't return her to any auspice she already abandoned. However, Dina hopes that when she completed her journey Luna will hear her petition and grant her the gift of the auspice with which she most closely resonates — possibly even her original Ahroun. The outcome is far from certain, but Dina hopes Chimera's patronage in the quest demonstrates its value and helps gain Luna's support.

Plots and Ambitions

- **Understand Oneself:** Dina's quest is more than just self-discovery and finding the best fit; she seeks to understand if Luna's

choices are as infallible as many Garou believe, or if the goddess is capable of mistakes. In any other tribe Dina's questions would be blasphemous and possibly lead to punishment or ostracism.

• **Enlighten Others:** Dina doesn't stick to her caern and sept and meditate on the nature of existence. Her quest is active; she moves across the world, exploring what her present auspice means to other tribes and philosophies. Her experience in multiple auspices gives her unique insight which is often viewed with suspicion from more traditionally minded Garou, but attracts many questions and thoughtfulness from younger werewolves.

Territory

• **Sept of the Bloodied Stair:** The sept where Dina was born and raised, located in the catacombs beneath the city of Alexandria. This sept is primarily composed of Black Furies and isn't overly welcoming to outsiders. Dina spends little time here — most sept members regard her with barely concealed displeasure — but she feels a connection to her birthplace and hopes when her journey is complete, she will again be accepted.

• **Open Sky Sept:** Stargazers almost exclusively make up membership of this sept, although it is technically open to all. Hidden among dense jungle high in Indonesia's Barisan Mountains, the easiest and most commonly used way to enter or leave the sept's caern is via moon bridge. The werewolves who make the Open Sky caern their home spend much of their time in contemplation about Gaia and Garou nature but don't remove themselves entirely from the world; they maintain radio and satellite phone communication with Kinfolk scattered throughout Asia and respond to request for aid whenever they can.

Kinfolk, Packmates, and Enemies

• **Hadem Twice-Changed:** Hadem supports but worries for Dina. He understands the feeling of needing to correct Luna's selection but worries that Traces-the-Circle is going too far and angers the moon goddess. Despite this, Twice-Changed trusts in Chimera's wisdom over his own and does whatever he can to assist Dina on her self-discovery.

• **Aya "Marks-the-Prey" Saeed:** The sept Leader of the Bloodied Stair, Aya is a Black Fury Elder and Dina's mother. Despite the dishonor she feels at her child's birth and actions, Aya can't bring herself to abandon her motherly concern and has kept the gates of the sept open despite widespread disapproval from other members.

• **Chimera:** She of Many Faces understands self-discovery through change. Dina's journey is a difficult one that may never be completed — the Apocalypse draws closer, the Wyrm's forces grow ever stronger, and the Garou Nation itself regards those who defy Luna's choices poorly. Nonetheless, Chimera has made it known among Stargazers that they brook no hostility or impediment to Dina and ensures a constant entourage of Chimerlings follows closely enough to observe, report, and intervene if necessary.

Whispers

• **Luna's Wrath:** Some believe Dina's path goes too far. Luna can accept an ignorant cub changing the gift she has bestowed on them once, but doing so over and over is an affront to having an auspice at all. They say Lunes already shun Dina's presence and

refuse to speak with packs until long after Dina has moved on.

• **The Corrupted:** The sept didn't find the bodies of all Dina's fallen pack after the disastrous Rite of Passage. Many believe some were taken alive and whisked from the city, subject to horrific tortures or degradations. A Black Spiral Dancer who occasionally terrorizes Alexandria bears a resemblance to one of the fallen cubs. Worse, captured vampires have spoken of a werewolf-vampire hybrid — an Abomination — taken from the city after her Embrace to be trained to return and destroy all traces of her former allies.

Image

• Dina is a short Garou, standing just shy of five feet tall in Homid form, with broad shoulders and a muscular frame. She wears functional, comfortable clothes, often muddied and stained from her travels. She keeps her hair cropped close to her scalp and appears perpetually interested in other people's ideas and views. Dina's Lupus form is a contrast with that of her Homid shape. She is a long and slender wolf with short black hair and white freckling throughout. She lacks a tail — the mark of her birth.

Attributes: Strength 4(6/8/7/5), Dexterity 4(4/5/6/6), Stamina 2 (4/5/5/4); Charisma 3, Manipulation 3 (1/0/0/0), Appearance 2 (1/0/2/2); Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 3, Athletics 4, Brawl 3, Empathy 4, Intimidation 1, Primal Urge 2, Streetwise 4, Subterfuge 2; Drive 1, Etiquette 3, Firearms 1, Larceny 2, Melee 3, Stealth 3, Survival 3; Enigmas 4, Investigation 4, Medicine 2, Occult 3

Backgrounds: Allies 3, Contacts 3, Rites 3, Totem 5

Gifts: (1) Blur of the Milky Eye, Channeling, Iron Resolve, Falling Touch, Open Seal, Persuasion, Sense Wyrm, Truth of Gaia, (2) Burrow, Inner Light, Strength of Purpose, Surface Attunement; (3) Clarity, Shell

Rank: 1

Rage: 5

Gnosis: 5

Willpower: 7

Glory: 1

Honor: 1

Wisdom: 1

Rites: (1) Rite of Renunciation, Rite of Talisman Dedication

Fetishes: None

The Judges

Standing between the light and the darkness, the Philodox sees both sides and chooses which is preferred in the situation. When the situation calls for it, the Half Moon tells the Ahroun to stay their claws, the Galliard to be quiet, the Theurge to ignore spirits, and the Ragabash to cease their questions and follow the pack. Garou who truly seek to win or avert the Apocalypse know that when the Philodox acts, it's rarely without considering alternatives, and even their unorthodox approaches may prove the path to victory.

James Fromm

Howl: Judgment without Mercy

Quote: "Gaia's love is without limits. She will always be our mother. I know she will forgive you."

Breed: Homid

Auspice: Philodox

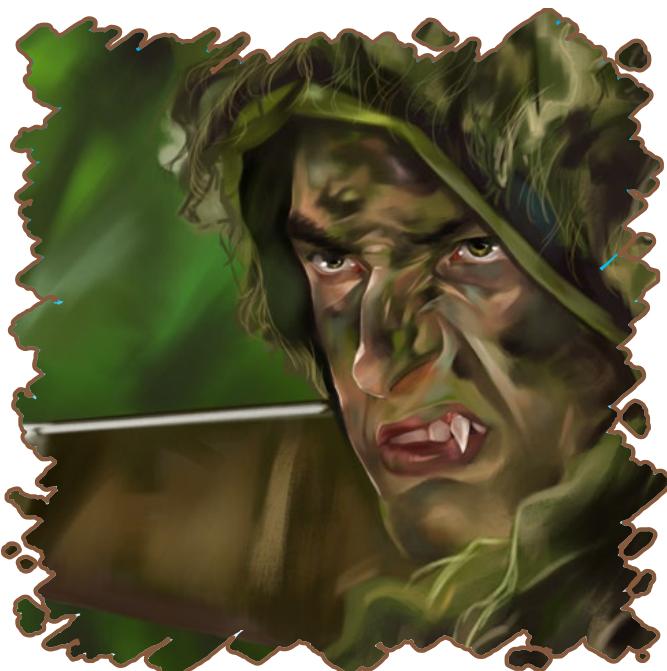
Tribe: Children of Gaia

Gaia loves, Garou kill

For nearly a century, a transplanted colony of American Mennonites has existed near the city of Florida in Paraguay. Only a dozen or so families strong, this religious enclave has quietly tended their farms and lived quiet, humble lives of toil and devotion. While devout Christians, the elders of each generation knew that the families had a dark secret — many of the original settlers were Kinfolk to the Children of Gaia. It was of this colony that James Fromm was born in 1992. When he was coming of age, James's cousin Morgan was accused of bringing drugs into the community, and there was a fervor of outrage that culminated in James's First Change, in which several members of the community died, and an entire homestead was burned to the ground.

Using old ties, the elders of the community reached out to the only werewolves they knew in Paraguay, members of the Sept of Unquiet Dreams, a multiracial sept that had formed during the heyday of the war in the Amazon. Here, James was brought into Garou society and joined a pack of other young cubs.

Having a devout religious upbringing as well as the honorable judgment of a Philodox, James was a kind, fair, and honorable young Garou. His pack participated in several actions that led them to accruing major Renown; James himself was badly injured when a horde of fomori with a taste for Garou flesh descended on the caern. His most notable act was when his pack stood against a pack of Get of Fenris who had taken to attacking local Fera —



particularly several Balam who had angered them. Volunteering to act as a mediator to avoid bloodshed, James stood firm when the alpha of the Get pack attacked him, refusing to yield and casting judgment on the irritable Ahroun as his pack defended him. Earning himself the deed name Unyielding Righteousness, James and his pack began to travel to numerous caerns across South America, battling the Wyrm and becoming well regarded as competent heroes.

Shortly after his rise to fostern, James discovered his pack alpha, Grisel Thunderjaw, had been engaging in repeated acts of cannibalism. James confronted her alone so as not to shame her before the entire pack. When Grisel was unrepentant, the two came to blows, and James took the drastic step of stabbing her through with a klaw that the pack had brought back to the family of a dead hero.

Something broke within James that night, and he began to watch his fellow Garou closely for signs of Wyrm taint and bringing judgment to them quietly and without reservation or mercy. Eventually, the hypocrisy of his deeds began to wear on him, but Unyielding Righteousness believed in two things — that his cause was just, and that Gaia would always love him.

For several years, James and his packmates have traveled much of South and Central America, battling the Wyrm and aiding the Garou Nation publicly, and in many of the septs they visited, James would find one, sometimes two, Garou who he knew must be stopped before they corrupted an entire pack or sept.

Plots and Ambitions

- **Pruning Bad Branches:** James takes no pleasure in what he does, seeing it as a necessary act that costs him his soul even as he carries it out. He believes in the War against the Wyrm, or as he sees it, the war for Gaia, and when certain members of the Garou Nation stray too far, they must be removed. The victims chosen are never random, but always those who he believes will strengthen the whole. Though he would never admit it, many of his victims are also chosen as the ones he can get away with killing.

- **Friends in Low Places:** The Vagabonds of Glory, James's pack, have traveled and fought together for several years, even after Grisel's mysterious death years back. Though he trusts them with his life, Unyielding Righteousness has yet to bring them into his scheme. He is planting seeds, slowly, turning their opinion towards one that would support his work. He feels that he can convince at least half of them to join him.

- **The Work Must Continue:** His first kill was hasty and unplanned. Since then, James has gone to great lengths to cover his tracks. Whenever possible, he will use physical distance to sow doubt — he has used silver bullets in rifles and even a car bomb with silver shrapnel to dispatch victims. Sometimes he creates false evidence or coerces local Gafflings to do so for him.

Territory

- **Sept of Unquiet Dreams:** Founded shortly before James was born, this sept based around a small caern in southeastern Paraguay is a multiracial coalition which had been founded as a support station for the war in the Amazon further north. The Sept of Unquiet Dreams is notable for being one of the few stable moon bridges the Garou have in the region.

Kinfolk, Packmates, and Enemies

• **Outer Florida Colony:** Though his travels rarely allow him the opportunity to return home, the Mennonite Colony where James was born is filled with at least two dozen Kinfolk, most of whom James has known his entire life. To the community at large, James is a missionary serving Jesus far from home.

• **Vagabonds of Glory:** Brought together by Elders of the Sept of Unquiet Dreams several years ago, the Vagabonds have grown close and grown strong. The other members of the pack are Manu Baez, a homid Ragabash Bone Gnawer; Cecilia Gomez, a homid Children of Gaia Theurge; and Two-Throats, a metis Galliard of the Children of Gaia born to a Black Fury and a Fianna. All members of the Vagabonds are fostern.

• **Victims:** Notable victims of James include Pedro "Pusher" Franco, a Glass Walker in Asunción who was keeping vampires as livestock to sell their blood; Noemi Cabrera, a Shadow Lord from Brazil who was conspiring with Pentex; and Rage-of-the-Lost, an Uktena lupus who had begun slaking his anger on humans. Many have friends and family still searching for answers.

Whispers

• **Dead Man's Hand:** As several of James's victims were assassinated with gunfire at a distance, sometimes with silver, and others with just a torrent of bullets, these murders are often attributed to human werewolf hunters. Attacks-at-Midnight, a Glass Walker Ahroun and former mercenary thinks the most likely group to carry this out is the Dead Man's Hand.

• **Murder Hobos:** A few cunning Garou have noticed that, when the Vagabonds of Glory travel to a sept, it has often coincided with a death of a Garou. Now, Garou dying violently is the rule and not the exception, but eventually even the least wise among the Nation can recognize patterns. A Get Ahroun and veteran of the Amazon War who excels in tracking Black Spiral Packs thinks he may have found one that got far closer than anyone can realize and is now tracking the young pack.

• **Skin in the Game:** Perhaps the most depraved step James has taken to hide his tracks is to take the skins of the occasional victim. As a Child of Gaia, he is aware of the notorious Samuel "Skinner" Haight, a former Kinfolk of his tribe. Though long thought dead, his technique of taking the skins of Garou survives. Why should anyone suspect a Garou of stealing skins to become Garou?

Image

• In Homid form, James is a tall and sturdily built Caucasian man with short cut brown hair and a cleanly shaven face. His skin is a deep tan from spending years outside, both as a child and a Garou. He tends to dress in durable, plain clothes. When on the hunt, however, he often adopts different guises to deceive anyone looking into his kills. Sometimes this means blending in with another subculture, others it could be actual camouflage. His Lupus form is lean, with a light-brown coat and the same green eyes.

Attributes: Strength 2 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina (Tireless) 4 (6/7/7/6); Charisma 2, Manipulation (Forked Tongue) 4 (2/1/1/1), Appearance 2 (1/0/2/2); Perception 3, Intelligence 3, Wits 3

Abilities: Alertness 2, Athletics (Running) 4, Brawl 2, Empathy 1, Leadership 1, Primal Urge 1, Streetwise 3, Subterfuge (Feigned Innocence) 5; Drive 1, Firearms (Rifles) 4, Larceny 3, Stealth (Shadowing) 5, Survival 3; Investigation 3, Medicine 1, Occult 1, Rituals 1

Backgrounds: Contacts 4, Fetish 3, Kinfolk 3, Rites 1

Gifts: (1) Apcraft's Blessing, Brother's Scent, Fangs of Judgment, Scent of the True Form; (2) Luna's Armor, Speech of the World, Strength of Purpose

Rank: 2

Rage: 3

Gnosis: 2

Willpower: 6

Glory: 1

Honor: 4

Wisdom: 2

Rites: (1) Rite of the Questing Stone, Rite of Talisman Dedication

Fetishes: Chameleon Skin, Nyx's Bangle

Celine Kelsoe

Howl: Embracing new ways

Quote: "The Impergium failed. The Garou Nation has squandered eons battling humanity when we should have been teaching them. There's no more time for petty violence. Now's the time to teach them our ways, teach them to respect Gaia. It's her only hope."

Breed: Homid

Auspice: Philodox

Tribe: Ronin (formerly Fianna)

Ronin by Choice, Outcast in Protest

Celine was a Fianna, raised by Kinfolk. The trauma of her First Change was blunted with comfort and wisdom of a close-knit family who had been living with the possibility of a Garou birth for generations. She knew the Litany back to front and could sing several songs of Fianna deeds before the Change came. While her family assumed she would embrace the Gibbous Moon, she changed under the Philodox auspice, which shocked everyone — most of all Celine.

Prior to the First Change, Celine thought that the stories and songs of the Fianna were fables steeped in metaphor. Fairytales meant to illustrate responsibilities that the people had to protect the land and combat evil and corruption. It didn't take long living among the Garou for her to realize just how literal — if occasionally embellished — those tales truly were. The violence of Garou society bothered Celine deeply, and though she survived her Rite of Passage and went on to a modest increase in Rank, she was disconcerted by the beliefs of her Garou brethren.

Shortly after she attained the rank of foster, Celine first ran afoul of her elders. An avid social media creator and climate activist even before her change, Celine refused to cast aside her various profiles despite her pack's insistence. She reasoned that the information she was sharing was crucial to reach out to humans and educate them about the ongoing climate crisis. When she refused to relent, even



in the face of escalating punishment, the sept threatened to levy stricter punishment for violations of the Litany, claiming that her posts threatened the Veil. Insulted by the accusation, Celine went into a tirade about the actions of her pack and sept, criticizing the brutal and violent approach the Garou have always taken toward humanity. This culminated in Celine storming out of the moot.

The next day, her packmates came to bring her back to the elders for punishment. The sept leaders told her pack to collect her so they could reprimand her for her blasphemous outburst. This was the final straw for Celine. She renounced her tribe and fled. With an impassioned speech, she talked her pack into letting her go in peace. When the pack returned to the elders and shared what had transpired, the elders were livid. They demanded she submit to their judgment or else they would hunt her.

Reaching out to her on social media, Celine's pack warned her of the elders' decree. Celine sent back a video message in which she declared that she had several videos that she would reveal to her followers exposing secrets of the Garou if they didn't back off and leave her alone. She was gambling the possibility of her 2.2 million followers seeing direct breaches in the Veil would dissuade the sept from pursuit. The gamble paid off.

Although it cost Celine her packmates, her station in Garou society, and any contact with her family, she's now free to use her platform to educate humans. She leverages her significant social media footprint creating viral videos, memes, and educational content aimed at increasing awareness, inciting activism, and providing insight into the urgency of climate change. She frequently pairs scientific content with spiritualist belief in her presentation and focuses significant effort on displaying the harmony between the two. She hopes that she can reach enough people to make a difference in this critical phase of the climate crisis.

Plots and Ambitions

- **Reach as Many Humans as Possible:** Celine is a successful content creator operating across multiple platforms. She constantly

works to increase her presence on social media and build an audience. In addition to purely educational content, she frequently engages in or creates various trends and memes to ensure her content is always reaching new people.

- **Survive and Thrive:** Celine knows the consequences of becoming Ronin. She has intimate, first-hand knowledge of Garou impatience, and she knows she's living on borrowed time. She knows Gaia is likewise living on borrowed time and hopes to have meaningful impact on the climate crisis before she's struck down. To her mind, this is the true meaning of the Litany and the true purpose of her people. She harbors no delusions about how the Garou feel about Ronin and takes great care to limit her risk of exposure to retribution by remaining in the company of humans with ubiquitous social media presences. This has proven a deterrent to attacks from Garou so far, but she understands that this situation can't continue forever. Eventually her antics will piss off the wrong sept leader, and it won't matter a damn what human shields she's surrounding herself with. While she's always seeking a more tenable solution to this problem, she's got no long-term survival plan.

- **Teach Everyone Reached:** Celine believes if she can teach humans to respect their environment, the climate crisis might still be averted or mitigated. She slips in bits and pieces of Garou beliefs and spirituality into her content with the intention of distributing respect for nature through those beliefs. Since declaring herself Ronin, she's grown far bolder with this approach. Her content stretches the Veil. How long the Garou will tolerate this remains to be seen.

Territory

- **Mobile Operations:** Celine stays on the move. When she quit the Garou Nation in protest, she abandoned her childhood home in rural Ireland and has no intention of returning. Though she misses her family dearly, she's resolved not to contact them for fear of putting them at risk of retribution for associating with a Ronin. Celine is currently traveling throughout the European Union, making her way from protest to rally to spread her message, meet with her followers, and fight the climate crisis.

- **Web Presence:** Celine maintains a prolific social media presence and generates content daily. Her main demographics are teens and those in their twenties, with a healthy number of activists and science educators from various backgrounds among her mutuals. She is reliant on her celebrity to keep her safe from the Garou, who would like to see her struck down for her arrogance and for turning her back on the Litany. Celine knows she is walking a tightrope and her follower count won't shield her forever, but she also believes that the only hope Gaia has is for her to do what she's doing and bring the wisdom of the Garou to humanity.

Kinfolk, Packmates, and Enemies

- **Kira Rebel:** Kira is a fellow content creator focused on cosplay content. Between her platforms she has nearly five million followers. She's one of the few humans whom Celine has told the truth about her nature as a Garou. Kira knows quite a bit about internet security and personal safety thanks to a few terrible run-ins with stalkers early in her career. This knowledge helps Kira and Celine avoid potential problems from tech savvy Garou, though

Celine frequently reminds Kira that the Garou have spirits and magic and millennia of cultural history as hunters. Despite the danger, Kira refuses to abandon Celine.

• **Fan Community:** Celine's fan community is massive. Like any community of its size, there are exceptionally kind and helpful members rubbing shoulders with toxic individuals who bring nothing but trouble everywhere they pop up. A small but growing number of her fellow Ronin are putting together exactly who she is and what she stands for. As her influence on social media grows, she reaches more Ronin. This could lead to the largest network of Ronin working together for common cause — if Celine survives that long. In addition to the Ronin, some spirits of the Weaver and denizens of the Digital Web have taken note of Celine's activities. A few have even gone so far as to interfere with the efforts of Garou to track her location or otherwise intervene on her behalf.

• **Bear:** After parting ways with the Garou Nation, Celine sought out the spirit of Bear to serve as her totem. When she explained her reason for leaving the Garou and her mission to heal Gaia, Bear gladly accepted her. The increase in healing knowledge Celine gained from her pact with Bear inspired her to become more involved as an action medic when she attends protests. Though she has yet to use the hibernation ability her patron grants, she thinks the ability to lie extremely low for months at a time may come in handy should she gather too much heat from the Garou.

Whispers

• **Corrupted by the Wyrm:** Celine's former septmates and family believe she is corrupted by the Wyrm. That much like the Wyrm, an outside influence has driven her to madness. Some whisper that the emphasis she's given the Weaver in her life has caused this fracture in her mind.

• **Litany Breaker:** Perhaps one of the more insidious rumors about Celine among the Garou is a rumor of omission. Those who speak of her often say that she's been known to habitually break the Litany, yet the specific violations aren't spoken of. As is often the case with rumors, this one is frequently shared in the most scandalous and accusatory tone, inviting the listener to invent all manner of foul behavior while filling in the gaps for themselves.

Image

• In her Homid form, Celine is muscular and tall with green eyes. Her Garou physiology combined with intense and frequent workout routines have given her a statuesque frame. Though she often wears multicolored wigs on camera, her hair is auburn and kept in a textured, shaggy bob. She leans into current E-Girl fashion trends when creating scripted content, though opts for more functional clothing when in the field at protests. Her mixture of relatability, curated screen presence, and her gift for conveying complex topics in simple language ensure her followers are well informed about the climate crisis and constantly exposed to new actionable plans for turning the tide. In Lupus form, Celine is a shaggy wolf with a brown and gray coat, giving her an appearance like a Labrador wolf. Her eyes retain their green color in Lupus form, offering the hint of something supernatural.

Attributes: Strength (Steely Grip) 4 (6/8/7/5), Dexterity 3 (3/4/5/5), Stamina 3 (5/6/6/5); Charisma (Captivating) 5, Manipulation (Unswerving Logic) 4 (2/1/1/1), Appearance 3 (2/0/3/3); Perception 2, Intelligence 2, Wits (Cool-Headed) 4

Abilities: Alertness 2, Brawl 1, Empathy 2, Expression (Social Media) 4, Leadership 3, Primal Urge 2, Subterfuge 1; Animal Ken 2, Drive 1, Melee 2, Performance (Oration) 3, Stealth 2, Survival 2; Academics (Ethics) 2, Computer 2, Enigmas 3, Law 2, Medicine 3, Occult (Garou Lore) 4, Rituals (Mystic) 4, Science (Climate Science) 4, Technology 2

Backgrounds: Allies 1, Contacts 1, Resources 2, Rites 3, Totem 5 (Bear, Personal Totem)

Gifts: (1) Master of Fire, Mother's Touch, Persuasion, Truth of Gaia, Two Tongues; (2) Glib Tongue, Staredown, Strength of Purpose

Rank: 0

Rage: 4

Gnosis: 4

Willpower: 8

Glory: 0

Honor: 0

Wisdom: 0

Rites: (1) Rite of Binding, Rite of Cleansing, Rite of Talisman Dedication

Fetishes: None

Hestia "Arm-of-the-Erinyes" Black-Eyes

Howl: Storyteller of Dionysus

Quote: "Rage. Sing to me O Muse of the Rage of Gaia. Mother of all, massacred, defiled, tainted, and through her rage let us plunder the hallowed fortress of man."

Breed: Homid

Auspice: Philodox

Tribe: Black Furies

The Legacy of the Garou

Hestia did not have a normal childhood, even by the standards of the Garou. Her parents, old-fashioned even by the views of Kinfolk, raised her isolated from most, with the same views of the world as the angriest of lupus. She learned that humans are naturally destructive, that cities and towns are abominations in the eyes of Gaia, that it is man who is the root of all evil.

So it was, growing to become a misanthrope and cruel woman, that Hestia underwent her First Change upon seeing a male Garou at the local sept threatening a Kinfolk woman. When Hestia awoke, blood was on her tongue, and she had been led to a cabin far off in the woods to run out her transformation. Knowing that she was not even Kinfolk only helped to make her feel more disconnected from her humanity; she craved further disconnection and to find somewhere without humans.

Hestia felt her connection to humanity wane, spending more time in her Lupus form. She even took on a new name separate from her human one, and even tried joining the Red Talons but was rejected as her nature was indelibly stained by her homid origins. Eventually, after a long Rite of Passage, she joined the

Black Furies and moved to a remote part of Greece to become closer to the tribe's ancestral roots. With time, though, she came to feel that disconnect continue to grow, even as she worked to try and help Gaia as Garou did.

Not even this felt right, and she fell in with a Camp of Baccantes Furies that created a reign of terror across the region. After falling out with them and pushing her friend Samantha away by claiming them to be an abomination of Gaia; Hestia eventually retreated from all contact with humans and lived in the woods of Thebes.

For fifty years Hestia lived as a lupus, traveling Greece and taking revenge upon those who she deemed corrupters of Gaia's influence. At first she killed those who deserved it: Banes, fomori, rapists, murderers, any who served the Wyrm. Eventually, though, these killings came to be for seeming slights, and anyone who she thought deserving of such a fate was judged guilty of some crime or another.

This was not enough for her, and she came to wonder why not all Garou should be involved in the divine quest she saw herself on. Dionysus, in her own mind, called for the destruction of all the Weaver's servants. And, when undertaking such a crusade, why not gather up support for your cause?

In October 2017, Hestia gathered several lupus and similar misanthropes from the area and gave a speech declaring the ills of the Weaver. Her first target was the Dionysion Hotel, which she claimed not only corrupted humanity, and was a symbol of many wrongs the world knew, but also gave insult to her own god. Dozens were massacred, and many were left chomping at the bits looking for more.

Since then, Hestia's newfound pack has carved a reign of terror through Central and Eastern Europe, striking out against any sign of the Weaver's corruption they find. Construction sites, political offices, nothing has been safe so far from her influence and her attempts to take down the Weaver's influence. Anything that is of Lachesis must be crushed, broken, unspun, and brought back to the Wyld.



Plots and Ambitions

- **Lachesis's Doom:** It is not the Wyrm Hestia hates, but the Weaver who she believes serves no purpose but to calcify and still the world. For that reason, Hestia fights to destroy its influence, seeking to strike the Weaver wherever they appear and tear down their influence in the world. Even by the standards of Garou, Hestia's methods are often considered extreme, and she will be happy with nothing less than the complete and utter destruction of Lachesis's influence.

- **Purge the Wyld:** Even with her complete devotion to the Wyld, Hestia is not happy with its place in the world either. The Wyld should not be owned, not be held or controlled, and even the Garou are guilty of trying to. Any who try and claim the Wyld should be dealt with as those who try and give it over to the Weaver.

- **Fear the Night:** Hestia believes humans should rightfully fear nature, and that the disconnect from the Wyld they have given themselves has removed this fear. As much as her actions are to destroy the Weaver and remove their influence, it is also to make humans once again fear nature and pay it tribute rather than think they can control it.

Territory

- **Sept of Antigone's Wrath:** The Sept of Antigone's Wrath is a Garou sept located several miles outside Thebes, and the place where Hestia makes most of her contact with those Garou not already following her. A relatively minor sept, it boasts many Black Furies and lupus who live in the area. Since the attack on the Dionysion Hotel, the sept has undergone a change of leadership, heavily under Hestia's influence.

Kinfolk, Packmates, and Enemies

- **Samantha Saves-the-Soul:** A childhood friend of Hestia, the two have long ago separated and left on poor terms. The two are not enemies as, while Hestia will call Samantha an abomination and spit all the bile they can, neither can bring themselves to hurt the other. Samantha has slowly become aware of just how far Hestia has gone in the name of her crusade on humans, and become increasingly disgusted with it, though has not yet made an active effort against them.

- **The Erinyes:** The Erinyes is the name Hestia's followers have taken up as their banner for their crusade. Using the old name of the Black Furies, she hopes it to represent how they are the movement that represents the old ways of the Garou, and how they should strive to be again.

- **Jamie Heart-Eater:** A Silent Strider Ahroun and one of the more loyal members of the Erinyes, Jamie has served as the second in command of Hestia's movement and led several strikes against various servants of the Weaver. Legend has it was him who created the landslide that took down the Dionysion Hotel.

Whispers

- **Wyrm Servant:** Some whisper that Hestia's actions are in fact in service of the Wyrm, and her focus on pitying the Wyrm and striking out against the Weaver is but an excuse to allow corruption in the Garou. What better way to make Garou fall to the Wyrm than to channel their anger and wrath into a place where it can grow and boil unstopped?

- **Self-Destructive Garou:** Hestia is perhaps the most tragic extension of what can happen when a human is raised in the mindset of a Garou, and some believe her behavior to be every bit self-destructive as it is meant to be a crusade for Gaia. Those who believe this think Hestia's crusade is about the fact she was never allowed to love her own people, even as a human raised among humans, and she wishes to make up for some sin she perceives her birth to be.

- **Gaia's Rebirth:** Rumors among the Erinyes say that Hestia has either been given or is looking for the mythic Red Talon rite known as Gaia's Rebirth. Legend holds the rite can reclaim even the most Weaver tainted of cities for the Wyld within minutes of casting. Those who believe this often whisper Hestia plans to use it in one city or another and use it as the start of a long-term plan to tear down the Weaver across the world.

Image

- In Homid form, Hestia appears as an older woman appearing to be in her early 50s, despite being in her late 70s. Tall and strong, age has not yet taken its toll on Hestia, and she often still carries herself as any warrior of the Garou should. Hestia has cast off much of her humanity and often wears clothes she has fashioned herself out of leathers and furs, when needing to travel as a Homid among fellow Garou. If forced to travel among human territories she often steals some clothes, rather than keep her own on hand. Hestia generally keeps her thinning and gray hair cut at chin length, and usually cuts it herself while isolating among lupus. In Lupus form, Hestia appears as a large black and gray timber wolf, whose fur is heavily patched and scarred from years in the form. This is generally Hestia's more natural form the last several years, and so long as she can choose her form, she will use this one.

Attributes: Strength 3 (5/7/6/4), Dexterity 5 (5/6/7/7), Stamina 4 (6/7/6/6); Charisma 2, Manipulation 5 (3/2/2/2), Appearance 2 (1/0/2/2); Perception 3, Intelligence 1, Wits 2

Abilities: Alertness 1, Athletics 2, Brawl 5, Expression 3, Intimidation 2, Leadership 4, Primal Urge 3, Subterfuge 2; Animal Ken 3, Etiquette 1, Larceny 1, Melee 2, Stealth 2, Survival 4; Academics 1, Investigation 1, Medicine 2, Occult 3, Rituals 4

Backgrounds: Ancestors 1, Pure Breed 3

Gifts: (1) Fangs of Judgment, Heightened Senses, Master of Fire, Persuasion, Resist Pain, Sense Wyrm; (2) Call to Duty, Kal's Tongue, King of the Beasts, Pulse of the Prey; (3) Coup De Grace, Cowing the Bullet, Disquiet; (4) Body Wrack, Roll Over

Rank: 4

Rage: 5

Gnosis: 1

Willpower: 5

Glory: 5

Honor: 8

Wisdom: 4

Rites: (1) Moot Rite, Ride of the Jackdaw, Rite of the Opened Caern; (2) Voice of the Jackdaw; (3) Rite of the Glorious Past, The Hunt; (4) Enchant the Forest

Fetishes: None

Tuteesh Dei Yik

Howl: Fierce protector of the people

Quote: *You sing of the Apocalypse as if it started yesterday, Wyrmbringer, but the Three Brothers have survived the Apocalypse you brought with you for generations, and we have thrived. Now, while you sob for your losses, we sharpen our knives, and our brethren, both of blood and spirit, rise to war with us.*

Breed: Homid

Auspice: Philodox

Tribe: Wendigo

Disciple of the Apocalypse

Born in Wéinaa, British Columbia, Tuteesh Dei Yik was raised in a family of Kinfolk who were aware of their bloodline and prepared her for the potential for First Change. She first learned the importance of her tribe and tribal histories while learning craft skills like cedar weaving and woodcarving; she also learned about atrocities and injustices, both historical and present, suffered by her family.

When her First Change occurred, her family sent Tuteesh Dei Yik to the Sept of the Drowned Wolf at Koma Kulshan in Washington State, where she learned at the foot of her uncle Ch'éenx'ée'l', legendary Theurge of Younger Brother. Despite his reputation for being cruel with every Garou who came to him, relative or not, she cherished the wisdom her elder was willing to share and took even harsh criticisms with serious consideration.

Tuteesh Dei Yik was heavily involved in much of the revitalization of the Sept of the Drowned Wolf. She originally earned Honor from performing simple duties such as Guardianship, and a brief foray as Keeper of the Land, and eventually Truthcatcher. She grew lax in her duties as Truthcatcher as her pack roamed in search of the enemy targeting Indigenous peoples and lands. After a serious falling out with her uncle, Tuteesh Dei Yik resigned from her official position.

Years went by before they reconciled, but when both experienced visions of Turtle – he through his relationship with Crane, a spirit of Visions, and she through the songs and memories of her Ancestors – they came together to discuss the message. Together they concluded that spreading the message of Turtle's presence was necessary in the final days of the Apocalypse, because the only way the Garou could survive – even Wyrmcomers – was under Turtle's spiritual protection. Ch'éenx'ée'l' could spread the message within the protectorate of the Sept of the Drowned Wolf, but to bring more Garou in the service of Sacred Turtle, Tuteesh Dei Yik would need to continue her ranging to share the visions and memories while still taking teeth and claws to the servants of the Wyrm.

Today, many have heard Tuteesh Dei Yik's message, and some have claimed to have had visions of Sacred Turtle themselves. Tuteesh Dei Yik dreams the dreams of her forebears and, putting them together, believes that Turtle is awake. Tuteesh Dei Yik chooses to walk to war knowing that her pack – and others who have devoted themselves to Turtle's awakening – enjoys her protection at their backs. Her Turtle stories and visions are spreading throughout the Pure Tribes, and the believers are becoming more outspoken and undaunted in their efforts. Several packs have formed devoted to



this spirit, but many Garou, primarily Wyrmcomers, don't believe this is true and dismiss this as more Younger Brother quibbling, unworthy of consideration.

Plots & Ambitions

- **Family First:** First and foremost, Tuteesh Dei Yik is a champion of her tribe, and she sees her stewardship of both land and kin as the most important mission granted her by Grandmother. Raised in a sept that had been all but destroyed by the mismanagement of the Wyrmbringers until her uncle came along and put it back in order, she has witnessed the inability to trust the others to tend to their sacred duties. She leads a solely Younger Brother pack across North America, rescuing Kinfolk from corruption and destroying the manifestations of the Wyrm that would harm traditional reservation land, or even land that belongs to the First Nations but has been stolen by governments over time.

- **The Dream of Her Ancestors:** Tuteesh Dei Yik performs her duty as a service and honor to her Ancestors, with whom she communicates through both sleep and waking dream. Each Kin she rescues is a descendent of an Ancestor whose life she has lived, and each portion of sacred land purified was once stewarded by someone who dreams inside her own head.

- **Great Turtle's Voice:** Tuteesh Dei Yik has connected and amalgamated the many stories and memories of Great Turtle, and this vision of Turtle has further compelled her in sacred duty. She believes Turtle is awake and never disappeared with the loss of Middle Brother. Instead, Turtle and Grandmother have become one and the same spirit, or possibly they were always the same, or Turtle is a specific manifestation of the portion of Grandmother that is North America. Now, Turtle is ready to show her head and the claws held within her shell and war alongside any Garou who will take up her cause in the End Times.

Territory

- **Indian Country:** Tuteesh Dei Yik was born and raised in British Columbia, until her First Change, when she was sent to

her uncle's sept in northwestern Washington State. Although she considers the Sept of the Drowned Wolf her home, along with her war pack, Frozen-Breath-Along-the-Surface, Tuteesh Dei Yik travels across the continent, visiting reservations and other sacred Indigenous territories to fight the forces of corruption which always seem to target the Kinfolk of her tribe first.

Kinfolk, Packmates, and Enemies

- **Frozen-Breath-Along-the-Surface:** Tuteesh Dei Yik's pack is a war pack. Although only Blue-Elk-Drinks-Rain was born under the full moon, each one is a deadly and capable combatant dedicated to the ways of Crane-of-War and fiercely protective of their territory and Kinfolk. As their tales of glory and protecting the land grow, they mount increasingly daring attacks on oil pipelines, uranium mines, tar sands plants, and recently, an Alaskan police precinct complicit with the disappearance of Younger Brother's Kinfolk. Tuteesh Dei Yik never goes far without her pack, and where her pack walks, blood follows.

- **Ch'éenx'ée'l':** Ghost-on-One-Side is the living Legend of Younger Brother, renowned for countless deeds including revitalizing the Sept of the Drowned Wolf. This had fallen into disrepair and disrepute at the hands of successive Wyrmbringer sept leaders who failed to understand its significant to Younger Brother and living in harmony with its spirits. Ch'éenx'ée'l' is Tuteesh Dei Yik's uncle but is more of a father figure to her. When Tuteesh Dei Yik needs to lick her wounds or requires advice that her pack or her visions cannot provide, she returns to this spirit-seer, and together they ponder the portents.

- **Evan Heals-the-Past:** Many in the Garou Nation consider Evan Heals-the-Past as a paragon of what Younger Brother should be. They see Evan at the side of King Albrecht, serving as peace advisor and conscience, but he never interferes when the King makes decisions on behalf of the nation that might adversely affect his relations. Among his own tribe, Evan is considered a pretender and a significantly more controversial figure. "Steals-the-Past", as Tuteesh Dei Yik (and many of Younger Brother) refers to Evan, has turned his back on the tribe's needs and serves a Wyrmbringer king who just uses Evan as a symbol of unity when necessary. Although Evan isn't looking for it, a confrontation is coming, as Tuteesh Dei Yik is increasingly recognized within Younger Brother as a leader for all.

Whispers

- **Desperate Times:** Some believe Tuteesh Dei Yik's all-Younger Brother pack is becoming desperate to prove themselves and spill as much blood as possible in these last nights of the Apocalypse. The pack itself believes they are only emboldened to their righteous end by the gleaming spirits of Grandmother, Crane-of-War, and Sacred Turtle, awake and ready for war.

- **Turtle's Slumber:** Common wisdom holds that Middle Brother is gone and is never coming back. Both Younger and Older Brother tell different stories of the return of Turtle at the end of days and her lost children rising to strike at the heart of the Wyrm. As Tuteesh Dei Yik spreads word of Turtle's awakening, other tribes can't help but hear of this herald who gathers packs to war. Some Garou wonder if silencing Turtle's herald would return the Incarna to sleep and delay the Apocalypse for a time.

Image

• Tuteesh Dei Yik is a Tlingit woman in her early thirties with her hair cropped into a short military cut. She tends toward outdoor casual, often wearing worn-out jeans, hiking boots, sweat-wicking t-shirts, and flannels (or appropriate weather gear). She also wears a woven cedar headband hand-crafted by her uncle, the only known living Legend of her tribe. The headband is not a fetish; it is merely a symbol which communicates her heritage to other members of Younger Brother. Her Lupus form resembles the gray wolf Kinfolk of her tribe, with more white than usual and most of the gray running a stripe along her back. Long, vicious-looking scars cover her forelegs, not usually visible while in Homid form.

Attributes: Strength 3 (5/7/6/4), Dexterity 3 (3/4/5/5), Stamina (Relentless) 5 (7/8/8/7); Charisma (Forceful) 5, Manipulation 3 (1/0/0/0), Appearance 3 (2/0/3/3); Perception (Farsighted) 5, Intelligence 3, Wits 3

Abilities: Athletics 3, Brawl 3, Empathy 2, Expression 2, Leadership (Inspiring Speeches) 4, Intimidation (Implied Threats) 4, Primal Urge 3; Animal Ken 3, Crafts (Woodworking) 4, Melee (Knives) 4, Performance 2, Stealth 3, Survival (Boreal) 4; Enigmas (Ancient Mysteries) 4, Investigation 3, Law 3, Occult 2, Rituals (Punishment) 4, Technology 1

Backgrounds: Ancestors 5, Fate 2, Fetish 3, Kinfolk 4, Mentor 5, Pure Breed 4, Rites 5, Totem 2

Gifts: (1) Beat of the Heart-Drum, Fangs of Judgment, Master of Fire, Smell of Man; (2) Call to Duty, Claws of Frozen Death, Command the Gathering, Mark of the Wolf, Speak with the Wind Spirits; (3) Blood of the North, Calm the Savage Beast, Wisdom of the Ancient Ways; (4) Bury the Wolf, Chill of Early Frost, Hero's Stand, Scent of Beyond

Rank: 4

Rage: 8

Gnosis: 5

Willpower: 9

Glory: 7

Honor: 8

Wisdom: 6

Rites: (1) Gathering for the Departed, Rite of Cleansing; (2) Rite of the Omega Wolf, Rite of Ostracism, Rite of the Winter Winds; (3) Rite of the Loyal Pack

Fetishes: Pain Dagger

Viola the Knife

Howl: Emissary of Discord

Quote: "Remember: a knife may kill, cut, or heal."

Breed: Homid

Auspice: Philodox

Tribe: Shadow Lords

Sparkling Animosity

Viola Volaschky grew up fearing her distantly cruel father, Vlad. His stern-faced discipline extended to all his wives, mistresses,

and children, so she wasn't alone in her experience. Yet rather than bond over the shared abuse, his families competed for his cold acknowledgement — not love, never love.

Her yearned-for First Change arrived unexpectedly during a high school exam. While an afternoon thunderstorm raged, furred fury trashed the class between flickering thunderclap booms. The media reported it as a terrorist attack, but Viola knew the truth. She awoke in a ditch covered in the blood of her teachers and peers. A werewolf stood over her, growling in the flashing storm. This was the first time she saw her father smile. It wasn't comforting.

As the first Garou among his many children, Vlad doted on Viola — though he remained cruel and demanding. Viola enjoyed more freedom than ever before. Only a few months later another of Vlad's children changed — suddenly he had a new favorite. To Viola, Nada was weak, clumsy, and cruel. To Vlad, Nada was his boy. Her freedom was over — Viola once again had to compete for every scrap of recognition.

Vlad took them to Europe for their Rites of Passage — delaying his daughter's rite so Nada could undergo his at the same time. He proudly displayed his children to their Kinfolk from Istanbul to Budapest. Then, once they'd passed their initiations, he left them in Margrave Konietzko's care. In truth the Margrave had no time for coddling the Volaschky children and swiftly passed them to Ekatarina Sun-Hider to train and temper. Viola despised her father for leaving her but soon respected the European Shadow Lords she now lived among.

Sun-Hider found a use for each of them. Viola was Konietzko's envoy, traveling from sept to sept across Europe, delivering messages, arbitrating disputes on the tribe's behalf, and spying. She learned much from this experience — apart from the finer points of Litany law and diplomacy, she discovered a knack for getting strangers to talk and developed keen observation skills. She investigated rumors, unraveled plots, and uncovered secrets within every sept and tribe.

Ekatarina and the Margrave were pleased with her achievements. The tribes and septs she investigated less so, after Nada leaked Viola's exploits to them. When Viola complained, Sun-Hider laughed — Viola should've known he was a liability, so the failure was hers. She should've disposed of Nada, allied with him, or used him as a tool in her arsenal. Furious, humiliated, and unable to remain in Europe with septs howling for revenge, Viola returned to Australia.

Vlad was displeased at his daughter's unexpected return — but what else could be expected of a girl? For her part, Viola kept discussion of Europe to a minimum. Her father employed her as his emissary to familiarize herself with — as he put it — their enemies on the Jindabyne Council. Viola readily remembered the Council's names, faces, habits, and flaws, and she noted her father's interest when she returned to Tasmania with her insights.

Yet Viola had learned Ekatarina's lessons. With every report to her father, she stroked his ego. With every business trip to the Council, she hinted at lurking dangers drawing near, stoking select Councilors' worries into fears, then into political unrest. When she had enough support, she sprung her trap.

Viola encouraged her father to attend the Jindabyne Sept's Grand Moot. Upon arrival the Council laid forth dozens of



charges upon her shocked father. As his daughter, and a Philodox, Viola received Vlad's weapon for safe-keeping during the trial and argued valiantly in his defense, but to no avail. After the Council enumerated his crimes against Garou, humanity, wolves, spirits, and the Litany, Vlad was speechless. When he erupted in Rage, Viola was prepared and swiftly cut her father down with his own Grand Klaive – out of dutiful regret, of course. She sorrowfully announced her reluctant acceptance of the Council seat he left vacant, and the Tasmanian Protectorate he ruled. When Nada returned for their father's funeral, he had no choice but to grudgingly concede to her authority. Viola's smile mirrored her father's that day.

Viola's primary goal for now is to solidify her power. The Jindabyne Council has mixed feelings towards her father's death. Though none called him friend, neither do any of them enjoy feeling deceived. Several suspect foul play already yet keep silent for lack of proof and the opportunities Viola represents.

Viola has begun smoothing over grievances with a political finesse Vlad never possessed. To make suitable amends, Viola has offered to share her father's private wolf pack with the aggrieved Council members and their tribes. The offer tempts many who desire such access – the Get of Fenris, Glass Walkers, Fianna, and (to Viola's immense satisfaction) the Silver Fangs have already accepted. Her secondary, burning goal is Nada's destruction – politically, socially, and spiritually. Until then, she's happy to use his abilities as Theurge to her advantage.

Plots and Ambitions

- **The Cruelest Cut:** Though her interests lie in the material world, Viola's not ignoring the Umbral realms. She directs Nada to explore the Dreaming with the aim of finally cracking its secrets – something the other Garou have failed to do. With the Dreaming spirits tamed, her power will be unquestionable. So far, however, Nada has failed every attempt, and Viola relishes his punishments just as much.

- **Twist the Knife:** Viola plans to dethrone the Silver Fangs. King Darius is pathetic – he's already lost the support of several tribemates, and Viola subtly encourages the disgruntled to action. When Darius has lost enough support, she'll either make her bid for the throne if she has enough support from other tribes or let the Council dissolve into chaos and form a smaller ruling body of her own.

Territory

- **Many Crows:** The sizable Volaschky family property, "Many Crows", nestles upon Cradle Mountain in the Tasmanian Protectorate's heart. Vlad established a large wolf pack here exclusively for Shadow Lord purposes, taking pride in his tribe's dingo-free lineage.

Kinfolk, Packmates, and Enemies

- **Nada:** Little love is lost between Viola and her half-brother. Vlad regarded Nada his natural heir – and rewarded him generously as such. Now the siblings can hardly bear each other's presence, and both carry scars from fighting. Together they'd be powerful, combining political and spiritual prowess, yet Nada remains furious over his father's murder – if only because he wishes he'd achieved it first and made his father proud.

- **Ekatarina Sun-Hider:** Viola's primary contact with the Margrave is a cunning Shadow Lord Philodox who rules the Varuna Sept on the shore of the Black Sea with a silver fist. Her spy network spans both the world and the Umbra. Ekatarina records every request for assistance, however. After all, her operatives need to know who to thank, and who they owe. Viola's Protectorate is a useful safe-house for Ekatarina – comfortably distant from Europe, it's an excellent refuge for certain agents, and dear Viola can't possibly refuse.

Whispers

- **Blades in the Grass:** Viola has half the Council wrapped around her little claw and politically neutered the rest. The divided Silver Fangs haven't even noticed her power grab, nor realized their time is ending.

- **Guilty as Charged:** Vlad "Volasshole" was framed and served on a plate to advance Viola's schemes. Worse, the Elders knew, and each is complicit in their silence. However, the guilt-ridden are susceptible to blackmail, and Nada has been quietly collecting favors of his own.

- **Lying Spirals:** Everyone knows Viola's wolves are available to all in return for political clout and other favors. The Get and Fangs thirst for "legitimate" breeding stock, yet whispers she accepts the offers of even Black Spiral Dances calls into question who has power over whom.

Image

- Viola is an attractive woman of Eastern European descent with a velvet voice and lustrous black curls framing her severe face. She dresses expensively, equally at home in a business suit or a cocktail dress. In Lupus form she's a black wolf with gray highlights around her muzzle and paws. Her eyes remain dark thunderclouds glittering with cool disdain in every form.

Attributes: Strength 2 (4/6/5/3), Dexterity 3 (3/4/5/5), Stamina 2 (4/5/5/4); Charisma 3, Manipulation (Law) 4 (2/1/1/1),

KIN FOE (LEVEL FIVE, GNOSIS 7)

Kin Foe is a Grand Klaive unlike others. Instead of binding a second spirit alongside the war spirit within its blade, the dark metal of this sword contains a void that traps the spirit or soul of its victims. When the blade contains a spirit or soul, it inflicts an additional 3 dice of aggravated damage to spirits of the same type or, for living creatures, blood relations of the victim. Kin Foe also allows the wielder to question the imprisoned spirit. The spirit must truthfully answer one question per dot of its Gnosis when trapped. Once the questions are expended, the spirit is freed and discorporates. The wielder can also release a trapped spirit to whatever comes next as desired.

Viola learned of Kin Foe's feature before laying her trap for Vlad and captured her father's soul within. She has used his counsel and knowledge to cement her position and has dwindled her control down to a final question. Vlad's spirit mocks her each time she wields the blade, tempting her to ask the final question and destroy his soul. She fights the urge for now, as having Kin Foe at her command is useful should Nada ever decide to physically challenge her.

Appearance (Seduction) 4 (3/0/4/4); Perception (Guilt) 4, Intelligence 3, Wits 3

Abilities: Alertness (Betrayal) 4, Athletics 3, Brawl 3, Empathy 2, Expression 2, Intimidation (Status) 4, Leadership 3, Primal Urge 2, Streetwise 3, Subterfuge (Legal) 4; Crafts 1, Drive 1, Etiquette (Sept) 4, Firearms 3, Larceny 2, Melee (Blades) 4, Stealth (Umbra) 4, Survival 2; Academics 2, Computer 1, Enigmas 2, Investigation 3, Law 3, Occult 3, Rituals 3, Science 1, Technology 1

Backgrounds: Contacts 4, Fetish 5, Kinfolk 3, Resources 4, Rites 3, Totem 3

Gifts: (1) Aura of Confidence, Fangs of Judgment, Persuasion, Seizing the Edge, Whisper Catching; (2) Jam Technology, Global Citizen, Luna's Armor, Staredown; (3) Disquiet, Mental Speech, Scent of the Oathbreaker, Weak Arm

Rank: 3

Rage: 5

Gnosis: 5 (3 with Grand Klaive)

Willpower: 7

Glory: 4

Honor: 7

Wisdom: 5

Rites: (1) Rite of Cleansing, Rite of the Jackdaw, Rite of the Questing Stone; (2) Rite of Ostracism, Rite of Praise, Voice of the Jackal; (3) The Hunt; (Minor) Breath of Gaia, Greet the Moon

Fetishes: Kin Foe (Grand Klaive)

ICONS OF RAGE

Every Garou has a story.

Some stories are brief. They unfortunately end with an inexperienced werewolf rushing in to face more than they can handle. As the Apocalypse approaches, these stories are depressingly common.

Most stories are longer. They tell of werewolves who grow into their roles, who perform their duties, who live and die in honorable service to their packs, septs, and the Nation.

Yet other stories also exist. These tales may be long or short, but they tell of Garou who overcame their challenges, who became pinnacles of their auspices and whatever goals they pursued. They tell of those Garou who we should hold up as examples to what can be accomplished even in the face of the onrushing Apocalypse.

These Garou are the Icons of Rage.

Icons of Rage includes:

- Twenty-four fully detailed characters complete with their backgrounds, traits, and story hooks to use in your chronicles, as allies, contacts, mentors, or even antagonists.

